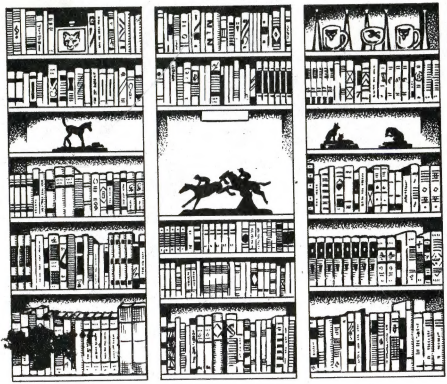


Ex Libris

JOHN AND MARTHA DANIELS

JFLX

Parr. Sculp.

THE

COMPLEAT GAMESTER:

In THREE PARTS,

CONTAINING,

I. The COURT GAMESTER: Or, Full and Eaſy Inſtructions for playing the GAMES of OMBRE, QUADRILLE, QUINTILLE, PICQUET, BASSET, FARO, and the Royal Game of CHESS.

II. The CITY GAMESTER: Or, True Manner of playing the moſt uſual Games at Cards, *viz.* WHIST, ALL-FOURS, CRIBBIDGE, PUT, LUE, BRAG, *&c.* With ſeveral diverting Tricks upon the Cards. Alſo Rules for playing at ALL the GAMES both *Within* and *Without* the *Tables*; and at *Engliſh* and *French Billiards*: With the LAWS of each *Game* annexed, to prevent Diſputes.

III. The GENTLEMAN'S DIVERSION: Or, The ARTS of RIDING, RACING, ARCHERY, COCKING, and BOWLING.

Written for the Uſe of the Young PRINCESSES,
By RICHARD SEYMOUR, Eſq;

The SIXTH EDITION.

LONDON:

Printed for E. CURLL, at *Pope's Head*, in *Roſe-Street*, *Covent-Garden*; and J. HODGES, at the *Looking-Glaſs*, on *London-Bridge*. 1739.

PREFACE.

GAMING is become ſo much the Faſhion amongſt the *Beau-Monde*, that he who, in Company, ſhould appear ignorant of the Games in Vogue, would be reckoned low-bred, and hardly fit for Converſation.

Therefore I have taken the Pains to compile this little Treatiſe, in order to teach the principal Court Games, *viz.* OMBRE, PICQUET, and the Royal Game of CHESS.

I think the Method laid down is ſo plain and eaſy, that a Perſon of a very common Capacity may quickly learn theſe moſt entertaining Games.

Firſt, As to OMBRE. This Game is variouſly played, according to the Humours of the Company, or the Stakes they play for; therefore, that the Rea-

der may not be ignorant of any Part of it, he will find it here deſcribed in all its Branches: And we have reduced it to Chapters, or Heads, that he may not be puzzled, by running from Article to Article, without Method.

It may be objected, perhaps, that we enlarge in ſome Places upon Things that have been touched on before: But it muſt be conſidered, that this Treatiſe is wrote in Favour of thoſe *who have no Notion at all of the* GAME; and to theſe, we conceive, nothing can be made too plain. Beſides, it will be found, that we never ſpeak of a Thing a *ſecond Time*, but where it has not been ſufficiently explained *before*.

As for thoſe who have already *ſome Notion* of the *Game*, this eaſy Method will ſoon make them *Maſters of it*.

They who play it *well*, will find the *Rules* here laid down ſo exact, and with ſo much Juſtice, as readily to decide thoſe frequent Diſputes which happen about the *Laws* of the *Game*.

There is likewiſe, for the Uſe of Learners, a Table of all ſuch *Games* as may with Prudence be played.

But

But because the *Terms* may sound a little barbarous to some Ears, and lest the Ignorant should think they are *Terms* of *Magic*, we have placed them all in a separate Table, with their Explanations.

Secondly, The Games of PICQUET, BASSET, and FARO, are described, as they are now played in the best Companies. The Method is so easy, that I think nothing can be added to explain them farther.

Thirdly, The Royal Game at CHESS (which some maintain to be as old as *Troy*, and that it was invented by the *Grecian* Captains, to divert their tedious Evenings at the Siege of that famous City) requires *Art* and *Stratagem*, and relieves the Mind, when wearied with the Fatigue of Business.

John de Vigney, in his Book, called *The Moralization of Chess*, says, that the *Game* of *Chess* was invented by *Xerxes* the Philosopher, to improve and correct the Mind of that famous Tyrant *Merodach*, King of *Babylon*, 614 Years before the Birth of *Christ*.

In the Practice of this *Game*, a Perſon meets with a great many *odd Events*, which give the ſame Sort of agreeable Surprize, that we are moved with at the *happy Incidents* in a *Comedy*: by the conciſe Account we have given of it, any Perſon, that once ſees the *Men* placed upon the *Board*, may learn to play; but to be excellent in it, requires a ſuitable Genius, and good Obſervation.

The *Second* and *Third* Parts of this Treatiſe, were originally written by *Charles Cotton*, Eſq; ſome Years ſince, but are now rectified according to the preſent Standard of Play.

RICHARD SEYMOUR.

THE

The CONTENTS

Of the COURT GAMESTER.

THE Game of OMBRE. Pag. 1
—— Number of the *Cards*. p. 2
—— Natural Order of the *Cards*. p. 3
—— Order of the *Cards* when they are *Trumps*. p. 4
How the *Trump* is made. p. 6
Of the *Mattadores*, and their *Privilege*. p. 9
The Manner of *Diſpoſing* the *Game*. p. 11
—— Of *Dealing*. p. 12
—— Of playing *Solo*; or *Sans prendre*. p. 16
The Manner of *Diſcarding*. p. 17
—— Of *playing* the *Cards*. p. 20
Of the *Beeſte*. p. 22
—— *Codilla*; or, *Codille*. p. 25
The Manner of *marking* at this *Game*. p. 27
Of the *Vole*. p. 29
Of the *Continuance* of the *Game*. p. 30
The *different Games* that may be played. p. 31
Games which may be played in *Black*. p. 32
Games which may be played in *Red*. p. 34
—— In *Black*, which may be played *Sans pendre*. p. 36
—— In *Red*, which may be played *Sans pendre*. p. 38
Of *La Epadilla por Fuerca*, i. e. *Force Spadille*; or *Eſpadille Forcé*. p. 40

Of

Of *Gaſcarilla*; or, *Gaſcarille*. p. 41
—— The *Whim*. p. 42
—— QUADRILLE. 43
—— OMBRE by two Perſons. *ibid.*
—— QUINTILLE, the *old Way*. *ibid.*
—— *New Quintille*. p. 50
New Deciſions upon the *difficult Points* and *Incidents* which may happen at *Quadrille*, and p. 54
I. Of the *Deal*. *ibid.*
II. The *Method* of *Calling*. p. 56
III. The *Manner* of *playing* the *Cards*. *ibid.*
IV. Of *Miſtakes* and *Accidents*. p. 57
V. Of *Renounces*. p. 58
VI. Of the *Faults* of *diſcovering One's Game*. p. 60
VII. Of the *Faults* of *Speaking*. *ibid.*
VIII. Of the *Beaſte*. p. 62
IX. Of the *Sans prendre*. *ibid.*
X. Of *forced Games*. p. 64
XI. Of the *Contre*, the *Vole*, and the *Devole*. *ibid.*
Terms peculiar to the *Game* of *Ombre*. p. 68
The *Laws* relating to *Ombre*. p. 71
Mr *Pope*'s Deſcription of the *Game* of *Ombre*. p. 77
The *Laws* of *Quadrille*. p. 79
The GAME of PICQUET. p. 87
Of the *Repicque*. p. 98
—— *Picque*. *ibid.*
—— *Capot*. p. 99

Accidents

Accidents that happen at this *Game*, and the *Penalties* which attend it. } *ibid.*
Of the POOL. p. 106
The *Frauds* of *Picquet*. p. 108
The GAME of BASSET. p. 110
An Explanation of the Terms of *Basset*. p. 111
The *Frauds* of *Basset*. p. 118
The *Basset* Table. p. 119
The *Game* of *Faro*. p. 122
The *Royal Game* of *Chess*. p. 127

The Contents *of the* CITY GAMESTER.

THE GAME of WHIST, vulgarly called WHISK. } p. 194
The *Frauds* of *Whisk*. p. 197
Piping at *Whisk*. p. 202
The *Game* of *All-Fours*. p. 203
—— *Cribbidge*. p. 205
—— *Put*. p. 208
—— *Lue*. p. 210
—— *Brag*. p. 212
—— *Gleek*. p. 217
—— *French-Ruff*. p. 222
—— *Five Cards*. p. 223
—— *Costly Colours*. p. 224
—— *Bonne-Ace*. p. 227
—— *Wit and Reason*. p. 228
—— *Art of Memory*. p. 230
—— *Plain-Dealing*. p. 231
—— *Queen Nazarene*. *ibid.*
—— *Peneech*.

—— *Peneech.* p. 232
—— *Poſt* and *Pair.* p. 233
—— *Bankafalet.* p. 235
—— *Beeſte.* *ibid.*
Some diverting Amuſements upon the Cards. p. 271

Games Within the Tables.

I. THE famous Game of Verquere. p. 236
II. The Noble and Courtly Game, called, Grand Trick Track. p. 239
III. Of Iriſh. p. 243
IV. Of Back-Gammon. p. 244
V. Of Tick-Tack. p. 246
VI. Of Doublets. p. 248
VII. Of Sice-Ace. p. 249
VIII. Catch-Dolt. *ibid.*

Games Without the Tables.

I. Of Inn and Inn. p. 250
II. Of Paſſage. p. 251
III. Of Hazard. *ibid.*
IV. Of *Engliſh* Billiards. p. 256
V. Of *French* Billiards. p. 264

The Contents of the GENTLEMAN's DIVERSION.

Of Riding. p. 277
—— Racing. p. 292
—— Archery. p. 299
—— Cocking. p. 301
—— Bowling. p. 322

THE

THE COURT GAMESTER.

Of OMBRE, by THREE.

THE Game of OMBRE owes its Invention to the *Spaniards* *, and has in it a great deal of the Gravity peculiar to that Nation. It is called *El Hombre*, or, *The* MAN. It was so named, as requiring Thought and Reflection, which are Qualities peculiar to Man; or rather, alluding to HIM who undertakes to play the Game against the *rest* of the Gamesters, and is

* It is an Improvement of a GAME called PRIMERO, formerly in great Vogue among the *Spaniards*. *Primero* is played with 6 Cards, *Ombre* with 9, *that* being the material *Difference*. As to the *Terms*, they are mostly the *same*. HE who holds *Cinquo Primero* (which is a *Sequence* of 5 of the *best Cards*, and a *good Trump*) is sure to be successful over his *Adversary*. Hence the *Game* takes its *Denomination*.

called, *The* MAN. To play it well, requires a great deal of Application; and let a Man be ever so expert, he will be apt to fall into Mistakes, if he thinks of any thing else, or is disturbed by the Conversation of those that look on.

Attention and Quietness are absolutely necessary, in order to play well. Therefore, if the Spectators are discreet, they will be satisfied with the Pleasure of seeing it played, without distracting the Gamesters.

What I have said, is not to persuade any who have a mind to learn it, that the Pleasure is not worth the Pains: On the contrary, it will be found the most delightful and entertaining of all Games, to those who have any thing in them of what we call the *Spirit* of *Play*.

There are many Ways of playing at *Ombre*; it is sometimes played with *Force Spadille*, or *Espadille Force*; sometimes by *two* Persons, sometimes *Three*, sometimes *Four*, and sometimes *Five*; but the general Way is by THREE. Of this kind of Play we shall treat first, the rest we shall explain in their Turns.

The Number *of the* CARDS.

THE Game is played with 40 Cards: You may buy Packs on purpose made up for this Game; otherwise you may take an

an entire Pack, which consists of 52 Cards, and throw out all the Eights, Nines, and Tens, of the four Suits, which make 12, and there will remain 40, which is an *Ombre* Pack.

The Natural Order *of the* CARDS.

WHAT I call the *natural Order* of the Cards, is, their several Degrees when they are not Trumps.

The Term *Trump* comes from a Corruption of the Word *Triumph*; for wherever they are, they are attended with Conquest.

Of Cards there are 2 Colours, *Red* and *Black*; the Black are *Spades* and *Clubs*.

The Order of *Spades* and *Clubs* is the same as in other Games, in a natural Descent: King, Queen, Knave, 7. 6. 5. 4. 3. 2.

It is to be observed, that the 2 *Black Aces* are not reckoned in their natural Order of the Cards among their own Suits, because they are always *Trumps*; as we shall explain hereafter.

The 2 *Red* Colours are *Hearts* and *Diamonds*, which in their Order are quite contrary to the *Black*; but this Difference is soon understood.

The *King*, *Queen*, and *Knave*, keep their natural Ranks, but the rest are quite rever-

ſed; for the loweſt Card in the *Red Suits* ſtill wins the higheſt.

To comprehend this at one View, and to ſee every Card's Value, peruſe this Table.

RED.	BLACK.
King	*King*
Queen	*Queen*
Knave	*Knave*
Ace	*Seven*
Duce	*Six*
Three	*Five*
Four	*Four*
Five	*Three*
Six	*Duce*
Seven	

Obſerve, that there are 10 Cards in *Red* and but 9 in *Black*, by reaſon, the *Black Aces*, which are always *Trumps*, are not to be reckoned.

The Order *of the* CARDS *when they are* Trumps.

IT is neceſſary to remember, that the *Black*-Aces are always *Trumps*, let us play in what Colour we will: Thus whether *Hearts*, *Diamonds*, *Clubs*, or *Spades* be Trumps, the Ace of Spades is always the *firſt* Trump, and the *Ace* of *Clubs* the *third*.

The *Ace* of *Spades* is called *Spadille*, or *Eſpadille*; the Ace of Clubs *Baſto*.

Thus the *firſt* and the *third* Trumps are conſtantly fixed, then the only Difficulty is to find out the *ſecond*.

It

It is to be obſerved, that whatever Colour we play, that which is the worſt Card in its *natural Order* (that is to ſay, when it is not *Trumps*) becomes the *ſecond* Trump; as the *Duce* of *Spades*, when we play in *Spades*, is the *Second* beſt Trump, and is called *Manille*; and the *Duce* of *Clubs*, when *Clubs* are *Trumps*.

When we play in *Red*, the *Seven* of *Hearts*, or *Seven* of *Diamonds*, is the *ſecond* beſt Card; that is to ſay, the *Seven* of *Hearts* when we play in *Hearts*, and the *Seven* of *Diamonds* when we play in *Diamonds*; and is likewiſe called *Manille*.

There are, as we have ſhewn, four *Manilles* upon the Cards; that is to ſay, *two* in *Red*, and *two* in *Black*; but they are never called *Manilles*, but when the Suits to which they belong are *Trumps:* As for Example, when we play in *Spades*, the *Duce* of *Spades* is *Manille*; if in *Clubs*, the *Duce* of *Clubs*; if in *Hearts* or *Diamonds*, it muſt be the *Seven*.

There is one Obſervation remains; which is, concerning the *Red-Aces* when we play in *Red*, we muſt take notice that they change their Place.

Thus when we play in *Hearts*, the *Ace* of *Hearts* takes place of the *King*, and is the *fourth* Trump; as likewiſe does the *Ace* of *Diamonds* when we play in *Diamonds*; and are called *Puntos*.

But it must be remembred, that it is only when they are Trumps; that they are called by this Name; at any other Time they are only in the Degree we have placed them in the foregoing Table.

For the better understanding the Nature of the Trumps, observe the following Table, where they are placed in their Order.

RED.	BLACK.
Spadille, *Ace* of *Spades*	*Spadille Ace* of *Spades*
Manille, the *Seven*.	*Manille*, the *Duce*.
Basto, *Ace* of Clubs.	*Basto*, *Ace* of *Clubs*.
Punto, the *Red* Ace.	
King	*King*
Queen	*Queen*
Knave	*Knave*
Duce	*Seven*
Threee	*Six*
Four	*Five*
Five	*Four*
Six	*Three*

Thus you see, there are 12 *Trumps* in *Red*, and but 11 in *Black*.

How the TRUMP *is made.*

THE *Trump* at *Ombre* is not made by turning up a Card, as at other Games. But after the Cards are dealt, every one examines his Game, and speaks in his Turn.

For

For Example, we will ſuppoſe that you are Eldeſt Hand, and that you have for Game, *Spadille* the Ace, and *Manille* the Duce of Spades; *Baſto* the Ace of Clubs, the 7 and the 3 of Spades; you will find, upon Examination, that you have three *Matadores* and two *Trumps*, which is a very good Game: We will ſuppoſe that the other two have no Game at all; you are to ask *if they play*, that is underſtood if they *play* without *taking in*; which we ſhall explain hereafter. They anſwer, *No:* Then you are to ſay, *Spades* are *Trumps*, and make your *Diſcard* accordingly. This is the Manner of making the Trump. What I ſay of the Eldeſt Hand, is the ſame with the other two, when thoſe that are to ſpeak firſt, have ſaid, *Paſs.*

Thus the Trump is made by him who undertakes the Game, in whatſoever Suit he finds his Game the ſtrongeſt.

But the Perſon who plays muſt always name the Trump, before he looks at the Cards he takes in; for if he ſhould happen to turn them up, tho' he ſhould not ſee them before the Trump is named, then either of the other Two may name it; and he ſhall be obliged to play in that Suit, let it be what it will.

If the *Ombre* ſhould name two Colours at the ſame time, then the Perſon who ſits at

his Right Hand ſhall chuſe which of thoſe two Colours he thinks fit, and the *Ombre* ſhall be obliged to play in that Suit.

In this Caſe the *Ombre* ſhall have the Liberty of looking at his *Diſcard*; and if he has put out any of that Suit which is named for him, he may take them in again, provided the Cards he took in are not joined to the reſt of his Game: If ſo, he has not this Liberty.

The Perſon who undertakes the Game, is called the *Ombre*.

It is neceſſary to be very exact in naming the Trump: For example; if a Perſon who intends to play in Clubs, ſhould ſhew three Cards that he puts out, a Heart, a Spade, and a Diamond; and ſay, You may know my Trump by what I put out; this will not be ſufficient, and the others may name it, as if he had not ſpoke at all: For ſometimes in that Caſe a Man may put out a Trump to deceive others.

All theſe Formalities are grounded upon Reaſon, therefore Miſtakes muſt fall to the Prejudice of him who makes them; becauſe it is ſometimes difficult to diſcern between Miſtake and Deſign, and if theſe were permitted to be retracted, it would give Occaſion to a great deal of unfair Play, therefore all Equivocations are diſallowed.

If after the *Ombre* has looked at the Cards he takes in, he recollects that he did not name the Trump; if the other two ſhould forget to ſpeak before him, he may name it then without incurring any Penalty.

Of the Matadores, *and their* Privilege.

THE Word *Matadore*, in *Spaniſh* ſignifies *Murderer*; they are ſo called becauſe they never give Quarter.

There are but *three* Cards that are properly called *Matadores*; theſe are *Spadille*, *Manille*, and *Baſto*; which are *three* principal Trumps in whatever Suit we play.

Spadille is always the Ace of Spades.

Manille, as we obſerved, is not fixed, but changes according to the Colour we play in, as in *Red* it is the Seven, in *Black* the Duce.

Baſto, is always the Ace of Clubs.

The Privilege of a *Matadore*, is, that it is not obliged to pay Obedience to an inferior Trump; that is, you are not obliged to play it, tho' a Trump lead: One Example will make this plain.

Suppoſe I have in my Hand *Baſto*, without any other Trump, and the Leader ſhould play the King of Trumps, I am not obliged to play my *Baſto*, but may play any other ordinary Card that is not a Trump.

Here the King is inferior to *Baſto*; but if the Leader ſhould play *Spadille*, or *Manille*, there *Baſto* muſt come down, if you have no other Trump; for every Card muſt pay Reſpect to its Betters.

But you muſt obſerve, that *Spadille*, or *Manille*, muſt be the Card firſt played.

For Example; if I have *Baſto* unguarded in my Hand, and am to play laſt; if the Leader ſhould play the King, and the ſecond *Spadille*; here I am not obliged to play *Baſto*, becauſe *Spadille* did not lead.

Another Privilege of *Matadores*, is, that whoever has them ſhall be paid a Counter for each, by the other two Gameſters.

But it is only the *Ombre* that can be paid for *Matadores*, nor is he to be paid for any Number leſs than Three.

Formerly, if the *Ombre* was *Beaſted*, and the *Matadores* were in another Hand, he was obliged to pay to that Perſon who had them; but this is out of Uſe now.

So if I loſe the Game with three *Matadores* in my Hand, I am to pay three Counters to each of my Antagoniſts.

Hitherto we have only ſpoke of theſe three *Matadores*, *Spadille*, *Manille*, and *Baſto*: but it muſt be obſerved, that thoſe Trumps which immediately ſucceed theſe, when they happen to meet in the Hands of the *Ombre*, uſurp

uſurp the Name of *Matadores*, and muſt be paid as ſuch.

For Example; if I have *Spadille*, *Manille*, *Baſto*, *Punto*, *King*, *Queen*, and *Knave*; I have ſeven *Matadores*, and muſt receive ſeven apiece from my two Oppoſites: And if the *Duce* and *Three* ſhould be joined to theſe, they make nine, and I muſt be paid accordingly; but this is to be underſtood if we play in either of the *Red Suits*.

There can be no *Punto*, when we play in either of the *Black Suits*; becauſe the Aces, which are the *Punto's* in *Red*, in *Black* are otherwiſe diſtinguiſhed.

Thus when the *Ombre* wins his Game, he muſt be paid for his *Matadores*, whatever Number he has; if he loſes he muſt pay the others, ſtill obſerving that theſe *Matadores* muſt be *Sequents*, otherwiſe they are not to be paid at all.

The Manner of Diſpoſing *the* Game.

THERE is no Neceſſity for marking up your Game at this Play, becauſe every Deal decides the Game; however, Counters muſt be uſed inſtead of Money, to mark the Stakes you play for.

You muſt diſtribute to every Player a certain Number of *Fiſhes* or *Counters*; ſuppoſe nine *Fiſhes* and twenty *Counters* to each.

A *Fiſh* is a *Counter* made in the Shape of a *Fiſh*, to diſtinguiſh it from the other *Counters*, and is generally made to be worth ten *Counters*.

The next thing to be ſettled, is the Price of your *Counters*, which muſt be according to the Sum you intend to play for, as a Crown, Half a Crown, a Shilling, or Sixpence each.

The Deal is ſettled thus. One Perſon taking the Pack, turns up a Card in the middle of the Table; and afterwards gives a Card a-piece round, and whoever has the higheſt Card of that Suit which lies in the Middle, is the firſt Dealer. Another Way is, by giving Cards round, and whoever has the firſt *Black Ace*, deals firſt.

The MANNER *of* DEALING.

WE have explained to you the Value of a *Fiſh*; you are to lay down 1 a-piece, before the Deal begins.

After the Dealer has ſhuffled the Cards, he muſt lay them down to be cut by the Perſon on his Left Hand, and then deal, by giving firſt to the Perſon on his Right Hand.

This Way of Dealing is peculiar to this Game; at all other Games you begin at the Left.

The Dealer is to give 3 and 3 round, till he has dealt 9 a-piece. Obſerve, That if he ſhould, by Miſtake, or otherwiſe, give the Cards in any other Manner, he will be obliged to deal again.

When he has thus dealt, there will be 13 Cards left, which he is to lay down at his Right Hand. If you ſhould all *paſs*, (which often happens) then every one is to lay down a ſingle *Counter*, and the next Perſon deals.

The *Counters* laid down for your *Paſſes*, are not to be mixed together; but every one lays his own juſt before himſelf: The Reaſon of this is, that if there be any wanting, it may be decided without diſputing, who has omitted laying down.

Suppoſe the Perſon at the Dealer's Right Hand, that is, the Eldeſt Hand, has a good Game, he asks this Queſtion, *Do you give me Leave*, or *do you play without Taking in?* If they have bad Games, they anſwer, *Paſs*.

Then he diſcards 2, 3, or more Cards, according to the Strength of his Game; and taking up the Remainder of the Pack, he ſerves himſelf with as many Cards from thence as he has laid out; then laying his *Diſcard* at his Left Hand, where the Pack lay before, he places the Remainder in the middle of the Table, ſtill remembering to name the Trump before he takes in.

The

The Meaning of this Formality is, that whenever the Cards lie at a Man's Left Hand, you know by that, he is to play firſt, and to be the next Dealer.

If in dealing the Cards, there happens to be one *faced*, the Dealer is to go on without Interruption; unleſs it happens to be a *Black Ace*, in which caſe he is obliged to deal again.

But if the Dealer ſhould *turn* one of the Cards, then it is at the Choice of him it belongs to, either to receive it, or make him deal again; unleſs it is a *Black Ace*, then it is a Rule that the Cards muſt be dealt again.

If there happens to be a great many Cards *faced*, they muſt be dealt again.

If the *Ombre* plays *Sans-prendre*, and there happens to be a Card *faced* in the Stock, the Deal is to go for nothing.

If the Dealer ſhould give ten Cards, either to himſelf, or any once elſe, he muſt deal again, if they demand it.

But it is different in reſpect of the other Two; for they may play, tho' they have ten Cards dealt them, provided they declare it before they *take in:* In which caſe they are obliged to *lay out* one Card more than they *take in*; for if they have ten Cards after they have *taken in*, they are *Beaſted*, and ſo they muſt be likewiſe, if they ſhould *take in* without declaring they have ten Cards.

As

As to thoſe who *paſs* with ten Cards in a Hand, it is differently played; with ſome it is a *Beaſte*, with others it is not.

When a Man at the ſight of his Cards ſees nothing good in his Hand, he is apt to examine no farther; therefore I think it a little ſevere to be *Beaſted* only for not diſcovering one's Cards.

The *Spaniards* play it with ſo much Severity, that if a Man ſhould ſay, *I have ten Cards, I paſs*, he is *Beaſted*; but We play more tenderly, and I think it is the moſt equitable Way; *viz.* a Man is never *Beaſted*, unleſs he has ten Cards after he has taken in.

If the Perſon who has ten Cards dealt him, has a mind to play *Sans-prendre*, he muſt ſhuffle his Cards, and one of the Company ſhall draw out a Card at Hazard, and put it amongſt thoſe which they diſcard.

The Rules we have laid down for ten Cards, are the ſame with eight, becauſe the Reaſon is the ſame.

He that has but eight Cards, and would play *Sans-prendre*, muſt with eight Cards win enough for his Game: If he *takes in* with eight Cards, he may take in one Card more than he lays out.

The

The Manner of playing Solo: *Or* Sans-prendre.

TO play *Solo*, or *Sans-prendre*, is to play without *diſcarding*; for this you muſt have a Game by which you may propoſe to win five Tricks.

If the *Ombre* wins his Game when he plays *Sans-prendre*, he is to receive three Counters a-piece from each of the others.

If he loſes it, he muſt pay Them three Counters a-piece, for in all things there muſt be an Equality between the Loſs and the Gain.

Obſerve, that the *Sans-prendre* and the *Matadores* muſt be aſked for, before the Cards are cut, for the next Deal; for after that, no Demand can be made.

But it is otherwiſe concerning the *Beaſte*, which may be demanded at any time, while you are playing the next Deal.

The Meaning of this is, that the *Beaſte*, belongs to the Board, and the others are paid immediately to the Gameſters.

If it be the Eldeſt Hand that plays *Sans-prendre*, he only names his Trump, and the reſt make their Diſcards, as we have ſaid before. If he has an infallible Game, as, for Example, five *Matadores*, he may ſhew them upon the Table, and that is ſufficient, without naming the Colour.

If

If the Eldeſt Hand ſhould aſk the Queſtion, *Do you give me Leave?* and one of the others intending to play *Sans-prendre*, anſwers, *No, you muſt do more*; in this caſe he is not allowed to diſcard, but ſtill has the Preference of playing *Sans prendre*, as being firſt.

But if the Eldeſt paſſes *Sans-prendre*, he who anſwered him is obliged to play ſo.

If one ſhould name his Trump without firſt having aſked Leave, he ſhall be obliged to play *Sans-prendre*, tho' he did not intend it.

But this Severity does not reach to the Youngeſt Hand, becauſe the other two muſt paſs, before it is his Turn to ſpeak.

If before the Eldeſt Hand has ſpoke, either of the other Two ſhould diſcard, and without aſking Leave, name a Trump; if he has not ſeen his Cards, the Eldeſt Hand may oblige him to play *Sans-prendre*, or keep his Preference of playing ſo himſelf, or elſe aſk Leave, as he ſhall think fit: If he has ſeen the Cards he takes in, he may either oblige him to play, or have the Cards dealt over again; for the Eldeſt Hand muſt not loſe his Preference.

The MANNER *of* DISCARDING.

WHEN the *Ombre* plays *Sans-prendre*, it is very eaſy for the other Two to diſcard: He that is firſt may take eight or nine;

nine; but thoſe that underſtand the Game, take care to diſcard ſo that the Game ſhould not be divided.

Therefore when the *Ombre* does not play *Sans-prendre*, he that diſcards next to him, ought not to go to the Bottom of the Cards, unleſs he has a *Matadore*, or elſe ſome ſtrong Trumps, with Kings.

What I mean by going to the Bottom, is, that he ought to leave at leaſt five Cards to him that takes laſt; otherwiſe he will ſpoil all, by dividing the Trumps, which is a ſure Way of giving the Game to the *Ombre*.

Then, it lies upon the Diſcretion of him who diſcards next to the *Ombre*, to judge whether he has a Probability of winning three or four Tricks; otherwiſe, he ſhould leave five Cards to the laſt, as I have ſaid before.

Therefore I do not think a *Matadore*, without any other Trumps, or Kings, a Pretence for taking in a great many Cards: When this happens, the five Cards ſhould be left to him who is to diſcard laſt.

It is to be conſidered, that the two who play againſt the *Ombre* are in the Condition of Partners at Whiſk, and are to aſſiſt each other all they can.

I ſaid before, that he who goes to the Bottom of the Cards ſhall propoſe to win four Tricks; I do not mean by this, that he ſhould

ſhould have four, as ſure Tricks, as if he were *Ombre*, for that ſcarce ever happens: All that I mean, is, if he has a good Appearance; for the Third Perſon is to aſſiſt him in making the *Gano* of his Kings, and forcing the Trumps of the *Ombre*.

If the *Ombre* does not play *Sans-prendre*, he diſcards firſt, the Perſon upon his Right next, and ſo the third; if he plays *Sans-prendre*, the Diſcard is to begin at the Right, and ſo on.

In diſcarding there is no Regard had to the eldeſt Hand; but after the *Ombre*, it goes on to the Right.

The *Ombre* ſhould be very attentive in obſerving how the others diſcard, and remember which of them takes in moſt Cards, for he may judge by that where the Strength of the Game againſt him lies: In this caſe, if he finds he is not ſtrong enough to win five Tricks, he muſt endeavour to give Two Tricks to him whom he judges the weakeſt of the Two.

If after they have all taken in, there ſhould be a Card left, he who diſcarded laſt may ſee it, if he pleaſes; in which caſe, all the reſt have the ſame Liberty: But if he does not, and either of the other Two ſhould look at it, that Perſon is Beaſted.

If one of the Gameſters ſhould take in a Card more than he lays out, he is not Beaſted

ed for this: If he has not looked at his Cards he is to return the laſt Card.

If they are mixed with the reſt of his Cards, one of the other Two ſhall draw a Card at Hazard out of his Game, and put it into the Stock.

If he ſhould take one too few, it is much the ſame thing; if the Stock is ſtill upon the Board, he may take a Card; if they are all taken in, he muſt draw one by chance out of the Diſcard.

The Manner of PLAYING *the* CARDS.

WHEN all have *diſcarded*, the eldeſt Hand plays firſt. After that, whoever wins the laſt Trick, plays next, as it is practiſed at all other Games.

And as I obſerved that you deal at this Game contrary to all other Games, you play ſo too; the Play always takes its Courſe from the Right.

If you have not a Card of that Suit which leads, you are not obliged to play a Trump, but you may do it for the Convenience of your Game.

When one of thoſe that defend the Stake demands *Gano* of his Comrade, he ought to give it, if he can.

The meaning of *Gano* is, I *Win*; or, *Let it paſs*; ſo that he who demands *Gano*, may be

be ſuppoſed to have the beſt Game, and the other ſhould paſs the Trick to him.

For Example; if the *Ombre* ſhould play a Spade, and one of thoſe that defend the Stake ſhould play the Queen, and ſay *Gano*, or *Gano del Re*, his Comrade ought not to play the King; but in this caſe he ought to have a ſmall Spade in his Hand, otherwiſe he muſt play the King, upon the pain of being Beaſted.

If after one has called *Gano*, his Comrade ſeems to heſitate, or make a Difficulty of it; he may call to him three times very earneſtly, *Yo Gano ſi ſe puede*; which is, *You muſt let me have it if you can.*

It muſt be obſerved, that the Formality of the Game is ſuch, that no Terms muſt be made uſe of but theſe; all Words that are equivalent are forbid: But *Gano* muſt never be demanded, but to defend the Stake; for he that ſhould call it with a deſign to win *Codille*, would in *Spain* be thus anſwered, *No ſe deve, por Dios*; i. e. *It is not loſt, by G—.*

When one of thoſe who defend the Stake, raps his Hand upon the Board in delivering his Card, it is to be underſtood as a Signal to his Comrade to play a high Trump to force out the *Ombre*'s Trumps. *Note*, That this is not held unfair for the Game allows it.

Formerly,

Formerly, if a Man played out of his Turn, he was Beasted; but at present it is not so, unless it be so agreed.

If you should separate one Card from the rest of your Game, so that the *Ombre* should see it, he may, if he pleases, oblige you to play it; provided that in playing it you do not make a *Renounce*.

As it is of great Consequence in this Game to know the Number of Trumps, and how many are out; every one has the Liberty of examining his own Tricks, and those of others: This is permitted on all Sides, as often as any shall think fit, though there be no Trump played.

If the Pack should not be true, the Game goes for nothing, if it be discovered in playing the Cards; but if it be not found out till after the Game is played, it stands good.

Of the BEASTE.

THE *Beaste* is made whenever he who undertakes the Game (that is to say, the *Ombre*) does not win.

To win the Stake, the *Ombre* ought to make five Tricks.

Except five Tricks are divided betwixt his two Opponents; that is, when one wins three, and the other two; in this case four Tricks are sufficient.

He

He is likewiſe *beaſted*, who plays with more or leſs than nine Cards.

A Man is *beaſted* that makes a *Renounce*; but it is not a *Renounce*, when one by Surprize has thrown down a wrong Card upon the Table: Even when the Perſon who wins the Trick, has played again for a ſecond Trick, if he has not folded up the firſt, he who played wrong, may recover his Card, and play again; but after the Trick is folded up, it is too late, and he muſt ſubmit to the *Beaſte*.

When one finds out that another has *Renounced*, and that it is a Prejudice to his Game, he may oblige every one to take their Cards back, and play over again, beginning with that Trick where the *Renounce* began.

But if the Deal be finiſhed, the Cards muſt not be played over again.

Whoever *Renounces* ſeveral times in a Deal, ſuffers a *Beaſte* for every *Renounce*.

All the *Beaſtes* that are made in one Deal, muſt lie together upon the Board, and be played for the next.

If one ſhould be *beaſted* for playing with ten Cards, and the *Ombre* for not winning his number of Tricks; theſe are two *Beaſtes*, which, with the Stake upon the Board, make three Stakes; and they are to be laid together,

ther, and played off the next Deal, unleſs they are ſeparated by Agreement.

He who makes many *Beaſtes* in one Deal, may put them all to one Stake, if he pleaſes, and the others cannot hinder him.

He who in taking his Cards from the Stock, ſhould, by letting a Card drop, or otherwiſe ſhew one, is *beaſted.*

Obſerve, that all *Beaſtes* which are made, of what Nature ſoever, muſt be of the ſame Value with that which the *Ombre* is to take up, if he wins, whether it conſiſts of one, two, or more Fiſhes: Therefore thoſe Gameſters who play with Caution, take care not to ſuffer by Overſights; and after they take in the Cards from the Stock, always tell them before they look at them, leſt they ſhould have more or leſs than Nine.

Obſerve alſo, that the Tricks may be variouſly divided, according to which, One either ſaves, or makes a *Beaſte.*

There are but two ways for the *Ombre* to win, which we have ſpoke of already: Now we are enumerating how many ways he may loſe, or be *Beaſted.*

When the Players win three Tricks apiece the *Ombre* is *Beaſted*; and this is what is called the *Remiſe* by Three.

When the *Ombre* wins four Tricks, and one of thoſe that defend four Tricks, the *Ombre*

Ombre is likewiſe Beaſted; and this is alſo called, *Remiſe*, *Riſpoſte*, or *Repueſte*.

Therefore he who defends the Stakes, and has not a Game by which he may almoſt depend upon winning at leaſt three Tricks, ſhould avoid winning above one; but aſſiſt his Comrade in getting four Tricks, in order to Beaſte the *Ombre*,

When there are many *Beaſtes* upon the Board, that which was laid down firſt, is to be taken up firſt; afterwards, that which is of the higheſt Value.

When the *Ombre* makes but four Tricks, and one of the Defendants five; or when the *Ombre* makes but three Tricks, one of the others four, and the third two, the *Ombre* is Beaſted; and he who wins more Tricks than the *Ombre*, takes up the Stake: And this is what is called winning the *Codille*, of which we ſhall treat by itſelf.

Of the Codilla, *or* Codille.

THE *Codille* is, when one of thoſe who Defends the Stake wins more Tricks than the *Ombre*; in this caſe the *Ombre* is not only Beaſted, but he who wins *Codille*, takes up that Stake which the *Ombre* played for.

He who aſpires at *Codille* ſhould play with Honour, and, as I obſerved before, never demand *Gano*, when he is ſure of winning

four Tricks; but as there is no Penalty in this caſe, all the Defence we can have againſt ſuch People, is to play with them no more.

If the *Ombre* ſhould demand *Gano*, tho' it were to hinder the *Codille*, he is Beaſted.

Some, as ſoon as they have diſcarded, and ſeen the Cards they take in; if they find a very bad Game, will give it up, and yield themſelves Beaſted, in order to prevent the *Codille*: But this does not ſeem fair; and as it is not any Part of the Game of *Ombre*, there is no Rule provided in this Caſe: However, it is never done among thoſe who would value themſelves upon their good Manners.

Therefore in Honour, I think there is but one way of diſappointing a *Codille*, and that is by good Play.

When it happens that one of the Gameſters by his Play may either give the *Ombre* his Game, or give the other the *Codille*, he ſhould chuſe rather to give the *Codille*, and let the *Ombre* be Beaſted: The Reaſon is, that when the *Ombre* wins, he robs the Board of the Stake; but in the other caſe, he lays one down, for that which the *Codille* takes up.

If he who aims at *Codille*, ſhould call *Gano* at his fourth Trick, when he is ſure of a fifth, he ought not to draw the Stake; and upon ſuch Occaſions I have often ſeen when it has been left; but, as I ſaid before, there being no Law for it, it depends upon the Honour of the Gameſters.

The

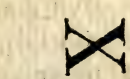
The maner of Marking *at this Game.*

I Have obſerved before, that a *Fiſh* is generally valued at *Ten* Counters, or ſometimes *Twelve*, juſt as the Gameſters pleaſe; but this Variety can never puzzle any Perſon. There are likewiſe other Degrees of Counters, ſome of which are valued at three Counters, ſome ſix, *&c.* which are contrived for the greater Eaſe of paying at Play; but we ſhall only ſpeak of the Fiſhes and Counters here, for it is but ſeldom that any other Sort are uſed at this Game.

When you begin to play, every one is to ſtake a *Fiſh*, placing it juſt before him; theſe are *Three* Stakes, which are to be played for at three Deals: As for example; when the *Ombre* wins his Game, he takes up a *Fiſh*; if the *Ombre* wins a ſecond Game, he takes up another; then there remains one upon the Board; the Perſon who is *Ombre* the third time, though he wins his Game, takes up nothing, but plays to enrich the Board, and has only the Advantage of obliging the other two to lay down a Fiſh each, without laying down himſelf; ſo that it may be ſaid, he plays upon the Proſpect of a future Gain.

But now we will ſuppoſe it another Way; as for Example, if he that is firſt *Ombre* ſhould be *Beaſted*, then he is to lay down a *Fiſh*, which he is to place a-croſs one of

t hoſe that lay upon the Board before: Then it is called a double Stake, and will appear in this Manner.



So if there ſhould be *Three* ſucceſſive *Beaſtes*, there will be as many double Stakes, which muſt be all croſſed as this above.

Whenever the *Ombre* plays for a double Stake, if he loſes his Game, he is doubly *Beaſted*.

When ſeveral *Beaſtes* happen in one Game, we have given Directions already how they are to be diſpoſed of.

You muſt obſerve, that the ſingle Stakes muſt be played off before the double ones, in regard they were firſt laid down.

When all have examined their Cards, and no-body undertakes the Game, that is, when all paſs, every one muſt lay down a ſingle Counter, and this as often as all paſs.

When the *Paſſes* increaſe, and every one has a Number of Counters before him, ſo many of them muſt be put together as will make a Stake, either *Ten*, or *Twelve*, according to the Value of a *Fiſh*; and this is to be done as often as the *Paſſes* increaſe to a Number ſufficient for a Stake.

Of the VOLE.

WHEN one Perſon gains all the *Nine* Tricks, it is called winning the *Vole*. The Advantage of winning the *Vole*, is, that he who is ſo happy as to gain it, ſweeps the Board, let there be ever ſo many Stakes upon it.

But ſuppoſe there is but one Stake upon the Board, either double or ſingle; in this Caſe, he who wins the *Vole*, gains double what lies upon the Table.

As for Example; if there be a Stake o two *Fiſhes*, and two Counters before each Player, which were laid down for the *Paſſes*, each of the other two ſhall pay him who wins the *Vole*, one Fiſh and three Counters, which makes the Stake upon the Board double; But, as I ſaid before, if there be more Stakes than one upon the Board, he who wins the *Vole* muſt be content with them, without receiving any thing from the other two Gameſters.

If many *Beaſtes* were made in one Deal, which by Conſent, or by him who made the laſt *Beaſte*, are put together, this is but one Stake, and he who wins the *Vole*, ſhall have it made up double to him by the other two, as was hinted before.

It is very difficult to win the *Vole*, and therefore it ſhould never be undertaken but upon a very good Title; for he who once engages in it is obliged to go forward.

When the *Ombre* has won his five Tricks, and plays down one Card more, without ſaying any thing, he engages for the *Vole*; in this Caſe his two Adverſaries have their Liberty of ſhewing each other their Game, and conſulting how to defend it.

If he who undertakes the *Vole* ſhould miſcarry, the other Two ſhall divide between them what lies upon the Board, but he ſhall pay them nothing; on the contrary, if he plays *Sans-prendre*, or has *Matadores* in his Hand, he is to be paid for them, though he does not take up any thing.

What I have ſaid concerning the Advantage of winning the *Vole*, is not always fixed, for ſometimes it is a great deal more; but that depends upon the Humour of the Gameſters, and according as they agree to it before they begin to play.

Of the Continuance *of the* Game.

AS this Game requires a great deal of Application, it is neceſſary to ſet ſome Limits to the *Continuance* of the Play; therefore the Gameſters generally agree beforehand how many *Tours* or Stakes they will

will play for, as ten, twenty, thirty, forty, more or less: After which, if any of them be disposed to leave off, he may throw up the Cards without Offence.

Every Stake you play, you set aside a Counter to mark the *Tours*, and so on, till they amount to the Number you agreed to play; but you must observe that a *Codille* is not to be marked as one.

After you have played your Number of *Tours*, you may go on to the first *Beaste*, and this is often practised; but if any of the Gamesters should refuse this, you have no Reason to complain of him.

If one of the Gamesters thro' Peevishness, or for any other Cause, should throw up the Cards, before the *Tours* agreed upon are played out, he is obliged to pay; not only his own Losings, but likewise what either of the others lose, and the Cards.

These Rules are always practised among Persons of Honour; but when a Man finds himself engaged with two Sharpers, it will be no Wonder if he meets with other Usage.

The different Games *that may be* Played.

NOTHING puzzles Beginners so much as to know when they may venture to *play*, and when they should *pass*. To remove this Doubt as much as we can, I have

marked down here all the ſmall Games which a Man may venture to play.

The general Rule is, that to undertake the Game, a Man ſhould have three ſure Tricks; for the moſt that can be expected from taking in three or four Cards, is to win two Tricks more; and, as I have before obſerved, for the generality you muſt have five Tricks to win.

But when a Man is perfect Maſter of the Game, and can by his Addreſs manage it ſo as to divide the Tricks between his Adverſaries, he may venture to play a bold Game.

Here follows a *Detail* of the ſmalleſt Games that can be played: We will begin with the *Black* ſort, *Clubs* and *Spades*; but I ſhould firſt obſerve to you, that with the 3 *Matadores* you are always to play in any Colour, therefore it is needleſs to mark them down as a Game.

GAMES which may be played in BLACK.

I.	II.
Manille, the Duce.	*Spadille*, Ace of Spades
Baſto, Ace of Clubs.	*Baſto*, Ace of Clubs.
King.	*King*.
A ſmall Trump.	A ſmall Trump.

III.

III.

Spadille, Ace of Spades
Manille, the Duce.
King.
A small Trump.

V.

Spadille, Ace of Spades
Basto, Ace of Clubs.
Queen.
Seven.

VII.

Spadille, Ace of Spades
King.
Queen.
Knave.
Seven.

IX.

Basto, Ace of Clubs.
King.
Queen.
Knave.
Seven.

XI.

King.
Queen.
Knave.
Seven.
Six.
Five.

IV.

Spadille, Ace of Spades
Manille, the Duce.
1 Trump
2 Trumps.

VI.

Manille, the Duce.
Basto, Ace of Clubs.
Queen.
1 Trump.
2 Trumps.

VIII.

Manille, the Duce.
King.
Queen.
Knave.
Seven

X.

Manille, the Duce.
Basto, Ace of Clubs.
Seven.
Six.
Five.
Four.

XII.

Spadille, Ace of Spades
King.
Five.
Four.
Three.

There are many other *Ways* of *Playing* the Cards, but it is impoſſible to enumerate all: However, by theſe you may judge what Games you may venture to go upon.

Take Notice, that all the Cards I name muſt be of the ſame Colour except the *Black* Aces.

Obſerve, that a King is never to be put out, tho' of a different Colour, and it is held to be better than a ſmall Trump.

GAMES which may be played in RED.

I.

Spadille, Ace of Spades
Manille, the Seven.
Punto, Ace of Trumps in *Red*.
1 Trump.

II.

Baſto, Ace of Clubs.
Manille, the Seven.
Punto, Ace of Trumps
1 Trump.

III.

Spadille, Ace of Spades
Baſto, Ace of Clubs.
Punto, Ace of Trumps
1 Trump.

IV.

Spadille, Ace of Spades
Manille, the Seven.
King.
Queen.

V.

Spadille, Ace of Spades
Manille, the Seven.
Knave.
Three.
A *King*.

VI.

Spadille, Ace of Spades
Baſto, Ace of Clubs.
King.
Queen.
Knave.

Baſto,

VII.

Baſto, Ace of Clubs.
Punto, Ace of Trumps
King.
Queen.
Knave.

VIII.

Manille, the Seven.
Punto, Ace of Trumps
King.
Queen.
Knave.

IX.

Manille, the Seven.
Baſto, Ace of Clubs.
King.
Queen.
1 Trump.

X.

Manille, the Seven.
Baſto, Ace of Clubs.
Knave.
Duce.
Three.
Four.

XI.

Spadille, Ace of Spades
Baſto, Ace of Clubs.
King.
1 Trump.
A *King*.

Note, The Directions we have given for *playing* in *Black*, are the ſame in *Red*; but with this Difference, *viz.* As there are more *Trumps* in *Red* than in *Black*, your Game ſhould be ſomething better when you play in *Red*, becauſe there are more againſt you.

Obſerve, that the Games we have marked here, are the ſmalleſt that can be played upon the Cards. There are an infinite Number of good Games, which we think needleſs to reckon up, becauſe we ſuppoſe nobody will heſitate at a good Hand,

You ſhould obſerve likewiſe, that you muſt have a better Game when you are to play ſecond, than if you were to lead, or play laſt; for when you are thus hemmed in, you will find it very hard to diſengage yourſelf, unleſs you have a good Game. This Diſadvantage you will ſoon find out by a little Play.

Thus we have drawn you up a Set of Games that may be played with diſcarding; now we ſhall ſhew another Set, which may be played *Sans-prendre.*

Games in BLACK, which may be played, *Sans-prendre.*

I.

Spadille, Ace of Spades
Manille, the Duce.
Baſto, Ace of Clubs.
King.
1 Trump.
A Renounce.

II.

Spadille, Ace of Spades
Manille, the Duce.
Queen.
Knave.
Two Kings.
A Renounce.

III.

Spadille, Ace of Spades
Manille, the Duce.
Baſto, Ace of Clubs.
King.
Two Kings.

IV.

Spadille, Ace of Spades
Manille, the Duce.
Baſto, Ace of Clubs.
Three Trumps.
A Renounce.

V.

V.

Baſto, Ace of Clubs.
Manille, the Duce.
Queen.
Knave.
Two Trumps.
King.

VI.

Manille, the Duce.
Baſto, Ace of Clubs.
King.
Three Trumps.
A Renounce.

VII.

Baſto, Ace of Clubs.
King.
Queen.
Knave.
Seven.
Six.
A *King.*

VIII.

King.
Queen.
Knave.
Seven.
Six.
Five.
A *King.*

IX.

Spadille, Ace of Spades
King.
Queen.
Seven.
Six.
Four.
A *King.*

X.

Manille, the Duce,
King.
Queen.
Knave.
Seven.
Four.
A King.
A Renounce.

Games

Games in RED, which may be played, *Sans-prendre.*

I.

Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
3 Trumps.
A King.

II.

Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
King.
1 Trump.
A King.

III.

Spadille, Ace of Spades
Manille, the Seven.
Punto, Ace of Trumps
Queen.
1 Trump.
A King.

IV.

Manille, the Seven.
Basto, Ace of Clubs.
Queen.
Knave.
2 Trumps.
A King.

V.

Basto, Ace of Clubs.
Punto, Ace of Trumps
3 Trumps.
A King.
A Queen guarded.

VI.

Punto, Ace of Diamonds.
King.
Queen.
Knave.
Duce.
Three.
Six.
A King.

VII.

VII.

Manille, the Seven.
Baſto, Ace of Clubs.
Punto, Ace of Trumps
3 Trumps.
A King.
A Renounce.

VIII.

Spadille, Ace of Spades
Punto, Ace of Diamonds.
King.
Queen.
2 Trumps.
A King.
Queen guarded.

A Good Player will venture to play upon a weaker Game when he is to lead, or play laſt, than when he is ſecond, as I obſerved before of Diſcarding.

Now I have laid down every Rule of *Ombre*; but notwithſtanding all my Directions, let a Perſon play with ever ſo much Judgment and Caution, he will often find himſelf diſappointed in his Game; for Fortune will have a Hand in ſmall Things, as well as Great, ſo that it is not to be expected that the beſt Gameſters ſhall always win; you may loſe upon a very good Game, when all the Trumps that are againſt you fall into one Hand; on the contrary, when they happen to be divided, you may win a very ſmall Game. I once ſaw a very good Player loſe a Game with four *Matadores* and three *Kings:* You will imagine the Cards muſt be very ſtrangely diſpoſed; for it happened that the Eight Trumps which were

againſt him (I ſay Eight, for he played in *Red*) were all in one Hand; ſo that his *Kings* being all *trumped*, he won but four Tricks.

As frequent Diſputes are like to ariſe at *Ombre*, and People are ſeldom ſatisfied with the Judgment of the Standers-by; I have ſubjoined a Table of all the Rules and Articles of the Game; which will decide Diſputes very impartially.

I ſhall now ſpeak of the different Sorts of *Ombre*.

Of La Eſpadilla por Fuerca, *that is*, Force Spadille, *or* Eſpadille Forcé

THIS Manner of playing at *Ombre* may be diverting enough where People do not play for any thing, becauſe *Beaſtes* happen almoſt continually, and the *Codille* is often won when it is leaſt expected; but where People play for Money, it is quite different: For *Ombre*, which is a Game of Art and Judgment, when it is thus played, degenerates into a Game of Chance; and Conduct can be of no Uſe to a good Player, who finds *Spadille* in his Hand very ill attended.

It is played like the Game at *Ombre* we have deſcribed; every one ſpeaks in his Turn, and if all *paſs*, then he who has *Spadille* in his Hand is obliged to *play*, let his

Game be ever ſo bad; therefore when the others have paſſed, he has nothing to do but to name his Trump, and to diſcard.

But he who has *Spadille* may *paſs*, to ſee if either of the other Two will put him out of his Pain, and *Play*; if they do not, he muſt *Play*, as is ſaid before.

When all *paſs*, and no-body owns *Spadille*, the Cards that are left muſt be examined; and if it be not in the Stock, it muſt be in ſome Hand: In this Caſe, he who has it, and did not own it, incurs a *Beaſte*, and the Deal is not to be played, becauſe the Cards were ſeen.

This is all that can be ſaid of this Sort of *Ombre*, which is ſeldom played for Money, becauſe indeed it ſpoils the Game.

Of GASCARILLA, *or* GASCARILLE.

THIS is a new Way of playing at *Ombre* and is ſeldom practiſed but where People play for Trifles. The Method of it is thus: When all have paſſed, one Perſon declares to play *Gaſcarille*; then that Perſon lays out eight Cards, and after having taken in, and examined his Game, he names the Trump of that Suit in which he is the ſtrongeſt.

Sometimes

Sometimes he who plays *Gaſcarille* lays out all nine; and obſerve, that he is obliged to lay out at leaſt eight.

If he wins his Game he is to receive three a-piece for *Gaſcarille*; if he loſes it, he pays them three a-piece.

He pays, or receives, for *Matadores*, as at the other Games of *Ombre*.

Of the WHIM.

THIS is another odd Way of playing at *Ombre*, and ſeems to be invented for Variety ſake; it is thus:

When all have paſſed, one declares to play the *Whim*; that Perſon is to turn up the Top-Card of the Stock, and whatever Suit that happens to be of, is his Trump, and he is obliged to abide by it.

Then he diſcards, and takes in what Number he pleaſes, and the Card turned up muſt be one of them.

The Perſon who plays thus, if he wins his Game, receives nothing for playing the *Whim*, nor pays any thing if he loſes it.

He pays, or receives for *Matadores*, as at the other Games of *Ombre*.

Of

Of QUADRILLE, QUINTILLE, *and* SINGLE OMBRE *between* TWO.

THE *French*, ever fond of Novelty, and equally fickle in their Dreſs and Diverſions, have inoculated ſeveral Cyons upon the *Spaniſh* Root of this *Game* of OMBRE.

QUADRILLE, or *Ombre* by FOUR, varies from *Ombre*, by THREE, in having all the 40 Cards dealt out; to each Perſon ten a-piece, thus: Twice *Three*, and once *Four*; or once *Four*, and twice *Three*, as the Dealer pleaſes; but the Cards muſt not be dealt out *One* and *One*, or *Two* and *Two*, as ſome raw Players irregularly practiſe.

If any Card whatever be *turned*, the Deal is loſt, becauſe no *Diſcarding* is allowed in this Game.

There is no *Forfeit* upon *loſing* the *Deal*, the Dealer being only obliged to deal the Cards over again. *Quadrille*, in moſt Reſpects, follows the Laws and Rules of the other Kinds of *Ombre*, excepting one Variation, called, *Au Roy rendu*, (*the* King *given up*,) which is, that the Perſon who has the *King* that was *called*, is at Liberty to ſurrender his *Majeſty* to the *Ombre*, who in return muſt

muſt give him another *Card* out of his Game,

There are ſome Perſons who will play at this Branch of *Ombre*, by dealing out *Ten* Cards a-piece, between *Three*, and this, in downright *Iriſh* Phraſeology, they call *Three-handed-Quadrille*; which in plain *Engliſh* is *Four-handed-Ombre* played by *Three* Perſons. But this ſilly Manner rather deſerves our Ridicule, than any other Notice.

It is a Game of very little Entertainment, and cannot be at all agreeable to thoſe who underſtand three-handed *Ombre:* It is however proper enough to give an Idea of the Game of *Quadrille*, to thoſe who are deſirous of learning it.

This Game is diſadvantageous to the *Ombre*, who has always two Adverſaries to contend with. It is ſeldom or never played, but when a Fourth to make a Match at the genuine *Quadrille* is wanting, the *Laws* and *Rules* of which it obſerves in all Points, except in the following Particulars which are peculiar to This.

I. To play this Game, no more than thirty Cards are uſed: One of the whole *Red* Suits muſt therefore be laid aſide, it matters not which of them; and the *Ombre*, whether he plays *Sans-prendre*, or *calls* a King, muſt, to win, make 6 Tricks; if he makes

makes but 5, it is *Remiſe*; and he loſes *Codille*, if he makes but 4, or leſs.

II. The Game is *marked* and *payed* as at *Quadrille*, but the *Beaſte* is of 14 Counters, tho' there are but 13 down.

III. He who plays by *Calling* a King, having firſt named the Trump, *Calls*, or indeed rather *Demands*, whatever King he judges moſt convenient for his Game; and he of his two Adverſaries who has it, is obliged to deliver it to him, and to take in lieu thereof whatever Card the Receiver thinks fit to give him, and which the third Player is free to look upon; with this Aſſiſtance the *Ombre* muſt make ſix Tricks, or loſe. The Law is the ſame in regard to him who is *forced* to play with *Spadille*, the others having paſſed.

IV. It is not permitted to name for Trumps the Suit that is laid out; for if that was ſuffered, with *Spadille* alone, and Kings, Queens, *&c.* any one might make the *Vole*, without the Defendants being able to oppoſe it.

In every other Reſpect this Game follows the Laws of *Ombre*, to which Recourſe muſt be had for all Accidents that may intervene.

We next come to QUINTILLE, or *Ombre* by *Five*, from whence *Quadrille* has its Original. It is very entertaining when well played.

played. I ſhall give an Account of the Manner how this Game was played at firſt, and then proceed to the preſent New Method, as it is brought nearer to *Quadrille*, which is alſo rendred much more agreeable and amuſing than formerly.

In playing the Old QUINTELLE, no *Fiſhes* are given out: Each Player only takes 20 or 30 *Counters*, which are valued at 5, 10, 15, 20, or 30 Pence a-piece; in a Word, what they pleaſe themſelves, according to the Agreement they make when they begin the *Party*.

They *draw* the *Places*, and when they have ſeen who is to *deal*, every one lays down a Counter before him, and has 8 Cards *dealt* him, and no more, which is the uſual Way of *dealing* at this Game, there being no Cards left, and by conſequence no *Diſcard* to be made.

The Manner of ſpeaking and beginning to play, is the ſame as at *Quadrille*, or *Ombre* played by *Four*; and to win, *Five* Tricks muſt be made.

He who plays *Sans-prendre* muſt name the Trump, and, to win, muſt make five Tricks: If he wins, he has two *Counters* paid him for the *Sans-prendre*, by each of the Defendants, and as much for each of the three *Matadores*, if he had them; but ſhould

all

all his eight Cards have been Sequents of *Matadores*, he must expect no more.

If several *Beastes* are at once upon the Board, and he who plays *Sans-prendre* makes the *Vole*, he has no more than what is down, and two *Counters* from each of the Players.

If there are only single Stakes upon the Board, he who plays *Sans-prendre* and wins, of the five *Counters* that are down, besides his Due for the *Sans-prendre*, draws only two of the *Counters*, and by consequence there remain three.

Whoever of the Players, except the youngest Hand of all, plays, after having asked, *Does any body play?* and is answered, *No*, he must name the Trump, after which, he may call to his Assistance any King, except that of Trumps.

He who has the King which has been *called*, assists the *Ombre*; and if between them they make five Tricks, they have jointly won, and the principal Player, that is, the *Ombre*, takes up two of the three *Counters*, and the *Friend* one. When the *Counters* happen to be even, they equally divide them.

It is *Remise* when the *Ombre* and the auxiliary King make but four Tricks between them: In such case the first puts down two *Counters*, and the other one.

They

They lose *Codille*, if they make but three, and in this Case the other three Players have a Right to take up each of them one *Counter*.

The Laws of this five-handed *Ombre* appoint, that the four eldest Hands having *passed*, the fifth, let him have ever so bad a *Game*, is obliged to play, *calling* however a King to his Assistance.

If *Codille* is won, and there are four, or five *Counters* down, each of the Three who defended the *Game* are to take up one: By consequence there are either one or two remaining upon the Board. If there is but one, it belongs to him who has the highest Trump; if two, the other is for him, of the two remaining Defendants, who has the next best Trump.

If *Codille* is lost the first Time, the *three* Defendants, who win it, take up, each of them, a Counter, and the remaining *two* are to be played for in the following *Deal*.

If the *Ombre*, having *called* a King, happens to win the *Vole*, he receives two *Counters* from each of the Defendants; and if the Number chances to be odd, the auxiliary King has one.

It may sometimes happen that there are more to be divided by Reason of the *Beasts* that have been made; in such Case, the *Ombre* and the auxiliary King equally divide the Spoil; and if the Number is odd,

(except

(except in Caſe of the *Vole*) the odd one, belongs to the *Ombre*.

In this FIVE handed *Ombre*, he who undertakes to play for the *Vole* and miſcarries in his Enterprize, incurs no Penalty, having nothing to pay to the other Players.

He who is *beaſted*, lays down as many *Counters* as he ſhould have taken up, had he won the Game.

The *Matadores* are to be paid for, only when they are found in one Hand, and the Auxiliary-King has no Share in that Payment when they were in the *Ombre*'s Hand; to whom they are to be paid.

If, on the contrary, they are in the Auxiliary-King's Hand, they are to be payed to him; but if the *Ombre* and the *Friend* are *beaſted*, he of the two, who had the *Matadores* in his Hand, is to pay them to the reſt, except to his Fellow-Loſer. This Law is to be underſtood in the ſame Senſe when they win jointly.

The pleaſanteſt and moſt diverting Part of this Game, is, Concealing the *King* the *Ombre* has *called*; inaſmuch as the *Ombre* is all the while in Pain, and at a Loſs to know what he has to do, and very often gives the Advantage to his Adverſaries, imagining he does it to his *Friend*.

For losing *Deal* there is no Penalty; the Cards must only by shuffled and dealt over again.

These are the Rules of the OLD *Quintille*. We next come to the NEW *Quintille*, which is now brought as near as possible to the Laws of *Quadrille*. The first Thing we are to take Notice of, in laying down the Rules of the *New Quintille* is, that it follows the Laws of *Quadrille* in every Point, except where there is a Necessity of deviating from them. So that it shall suffice, with the Laws, which are peculiar to it, to mention some Rules abstracted from *Quadrille*, by Reason that they are wholly contrary to the *old* Manner of playing this Game.

The *Stakes*, *Marking*, and *Paying* the Game, are the same as at *Quadrille*.

When you have agreed upon the Value of each *Fish*, the *Places drawn*, and when it is known who must *deal*, the *Dealer* is to stake down one *Fish*, and each of the others one *Counter* for the *Game*, after which the *Dealer*, having caused the Cards to be cut by his left-hand Man, is to give 8 Cards a-piece, 4 at a Time, nor must he *deal* any other Way.

The Cards, being *dealt*, every one is to speak in his Turn, beginning at the *eldest* Hand. If any one has a Hand to be played with

with the Assistance of a *King*, he is to *ask the Question*, saying, *Does any Body play?* If he is answered in the Negative, he is to name the Trump and *call* a *King*, who, in Conjunction with him, to win, must make 5 Tricks; and they lose it by *Remise* if they make but four, and by *Codille*, if they make less.

If they win, they are paid the *Rewards*, and the *Matadores*, in case they had them; and if they lose, they equally pay the *Rewards*, and *Matadores*, if they had them, whether they are *beasted* by *Codille* or *Remise*.

Observe that there is no mention made of paying the *Game*, as at *Quadrille*; because we said at first, that every one must stake down, and by Consequence those who win must draw the *Stakes*, whether the *Ombre* alone, or with the Help of a King; or the Defendants if they won *Codille*.

The *Beaste*, and whatever else is to be paid, is done one half by the *Ombre*, and the other by the *King* his Ally; if in the Payment there happens to be an odd Counter, the *Ombre* is to pay it; as in the Winnings they divide equally, and the odd *Counter* falls to the *Ombre*'s Share.

This Game is not so rigorous towards the *Ombre* as *Quadrille*, since he can never be *beasted* alone when he *calls* a *King*, even

if he makes but one Trick, but the Auxiliary. *King* is always to contribute one half.

If all the five Players have *paſſed*, and he who has *Spadille*, is obliged to play, *calling* a *King*, he follows all the Laws of thoſe, who play voluntarily.

In Regard to playing *Sans-prendre*; the Laws of *Quadrille* are to be obſerved in all Points; the other four Players being united againſt him who plays *Sans-prendre*; who, to win, muſt alone make 5 Tricks; being *beaſted by Remiſe*, if he makes but 4, and by *Codille* if leſs than 4.

When he who plays *Sans-prendre*, or *calls* a *King* he has in his own Hand, loſes *Codille*, the *four* Players his Adverſaries divide amongſt them what was played for; and if there are any odd *Counters*, as it often happens, He of the *four*, who had the higheſt Trump takes up one, the ſecond is for Him of the *three* others, who had the next beſt Trump; and if there are 3 odd *Counters*, the third is for Him of the remaining *two*, who had the beſt Trump; but in Caſe they had neither of them any Trump at all, it is let alone till the next Deal.

The firſt *Beaſte* is always of 15 *Counters*, the ſecond of 45, except the Game, in which the firſt *Beaſte* was made, was won by *Codille*; in which Caſe the ſecond is but of 30. In either Caſe you muſt add the Number of 15 for

for each *Beaſte*, according as they are made.

The *Matadores* are paid all one as they are at *Quadrille*; it is indifferent whether they are all in the *Ombre*'s Hand, or whether divided between him and the King his Ally, they part what is paid for the *Matadores*, as well as the reſt of the Winnings.

The *Vole* is likewiſe paid, according as has been at firſt agreed upon, to thoſe, who win it; and thoſe, who jointly make it, are jointly to divide the Gain.

There is no Riſque in undertaking the *Vole*, there being no Penalty for thoſe who undertake and miſs it; nor is there any for thoſe, who, undertaking to play, make the *Devole*; that is, are *ſlammed* by not winning one Trick, as it ſometimes happens; they are only obliged equally to pay the *Vole* to their Adverſaries; ſtill obſerving that the odd *Counter*, as it belongs to the *Ombre*, if he wins, muſt be paid by him when he loſes.

He who calls a King, and makes not one Trick muſt be *beaſted* alone, provided that the Auxiliary-King makes any; but if he likewiſe makes none, the *Beaſte* muſt be equally paid between them.

The *Vole* draws no more than what was played for; the Cards are cleared by a certain Number of *Counters*, as has been at

firſt agreed upon, to be paid by each Player.

As to the *Renounce*, and all the reſt, except in the foregoing Particulars, the Rules and Laws of *Quadrille* are obſerved.

It is the beſt Way for the *Ombre* to trump about as ſoon as he can, and likewiſe for the *Friend*, when the *King* that was *called* has appeared, or even before, if he can, the better to accommodate the *Ombre*'s Game, that his *Kings* may paſs, which otherwiſe run the Hazard of being trumped.

Theſe Rules, make *New Quintille* much more entertaining than the *Old* Way of playing it, which is now quite out of Uſe, except in ſome petit *French* Provinces, where they likewiſe play *Quadrille*, almoſt after the ſame Manner.

New Deciſions upon the Difficult Points *and* Incidents *which may happen at* QUADRILLE.

THESE *new* Deciſions contain only Part of the Laws of *Quadrille*, and are neither unpleaſant, or unneceſſary, becauſe they ſhew the Reaſon of their Inſtitution.

I. *Of the Deal.*] If in *Dealing*, any Card happens to be *faced*, the *Deal* is loſt. The Reaſon is, that it is neither juſt nor equitable that any of the Players ſhould lie under

der the disadvantage of having one of his Cards known, which may prove prejudicial, whether he plays *Sans-prendre*, with an Auxiliary-*King*, or defends the Stake. Besides, the Law would not be equal, if a *faced* Card belonging to one Player should be received, and the *Deal* pass for Good, when, at the same Time, if a *second* should come to another of the Players, and a third to another, the *Deal* would be reputed false, and would pass for nothing; and yet this second or third *faced* Card *dealt* to different Players, could produce no other Effects to their *Game*, than the first *faced* Card would do to his, to whom it had been *dealt*. So, by Consequence, if for two or three *faced* Cards occurring in a *Deal*, tho' in different Hands, the *Deal* is counted *foul*, it is very reasonable that it should be likewise counted so, when there is one *faced* Card.

It is not permitted to *deal* the Cards after any other Manner than by 4 and 3 at a Time, tho' some Players erroneously pretend that every Player is at Liberty to *deal* as he pleases; for since this Game follows, as near as possible, the LAWS of OMBRE, at which Game the Cards are not to be *dealt* any otherwise than 3 at a Time, it is not just to deviate from that LAW, which has nothing in it but what is very reasonable, and which is directly contrary to the Abuses

which might be introduced, had every one the Liberty of *Dealing* according to his Fancy, by ſome ſharping Players, thro' the Knowledge they might have of the Cards by marking them.

II. *The Method of Calling.*] As the Opinion of ſome Players, who are for having Him, who has the four *Kings* in his Hand, *paſs*, except he will play *Sans-prendre*, is repugnant and contrary to the Liberty of *Quadrille*; and it is but reaſonable that it ſhould be free for him to play, either *calling* a *Queen*, or one of his own *Kings*; it being generally received, that he who is unwilling to run the Hazard of *Sans-prendre*, may *call* one of his own *Kings*, or any *Queen*, except That of Trumps.

Obſerve that, to *call* a *Queen*, you muſt have the four *Kings*; ſo that if you want the *King* of *Trumps*, notwithſtanding you have the other three, you are obliged either to *call* one of thoſe *Kings*, or to *paſs*.

III. *The Manner of* playing *the Cards.*] As Penalties upon the Faults committed in all Games, are impoſed with no other View than to prevent the Abuſes, which might be introduced by ſharping, it has been thought neceſſary to uſe Severity in Regard to the following Particulars; becauſe it would be

be no difficult Matter to abuse them, if they were otherwise judged, or decided.

He who draws from his *Game* a Card, and presents it openly as if he was going to play it, is obliged so to do, if his retaining it can do the Game any Prejudice, or give any Knowledge or Intimation to the *Friend*, especially if it is a *Matadore*.

This Case equally regards the *Defendants* as well as the *Ombre* and the *Friend*.

He who plays *Sans-prendre*, or has *called* his own King, is not subject to this Law, by Reason that by discovering his Card he can reap no Advantage.

He, who, not being *eldest* Hand, and has the *King*, which the *Ombre* called, shall trump about with *Spadille*, *Manille*, or *Basto*, or shall even lead out the *King*, which was *called*, to give Intelligence that he is the *Friend*, having other Kings in his Hand that he fears the *Ombre* should trump, cannot pretend to lay the least Claim to the *Vole*; nay, and in Case any indirect Meaning appears in his having so done, he ought to be *Beasted*.

IV. *Of Mistakes and Accidents.*] The Liberty allowed in *Quadrille*, of looking over the Tricks each Player has before him, to see what has been played, may cause a Fault in two of the Players at once, the one in

committing, and the other in occasioning it; which has occasioned that Point to have been decided after the following Manner:

He, who, instead of turning up the Tricks of any one of the Players, shall turn up his *Game*, which may be laid down before him, and shall look upon it, or cause it to be seen by the other Players, shall be *Beasted*, together with him, whose *Game* he has discovered, each paying half the *Beaste*; the one paying for his Mistake and little Attention, and the other for his Negligence in leaving his Cards upon the the Board, when he ought to have kept them in his Hand till the *Deal* was played out. The Establishment of this *Law* is by so much the more equitable, because it prevents several Abuses. *First*, the Snares and Baits, which might be laid for Those, who want to count the Cards, by placing the *Game* near the Tricks on Purpose to entrap them. *Secondly*, the knavish Designs of such, who, making as if they were going to see what had been played, should turn up the Cards of the other Players, which by Chance or Neglect they might have laid down before them.

V. *Of Renounces.*] He, who *renounces*, is not to be *Beasted*, even if the Trick is taken off the Board, in Case he recollects and perceives it before the Trick is turned down by

by the Person who won it; but if it is turned down, he must be *Beasted.*

He is likewise *Beasted*, if the Trick be covered with another Card by thy Person who won it; except he immediately recollects himself before the next Card is played; in which Case he may recover his Card, and must not be *Beasted.*

He does not *renounce*, who, having forgot the Trump, has been told by any Body that the Trump is in such a Suit, and who, having none of the Card which is led, shall trump it with one of that Suit he has been told was Trumps; but he cannot take up his Card again, and the Trick must belong to him, who won it; it being unjust to punish Honesty after the same Manner as one would Knavery, or what might look like such.

He who, without asking what is Trumps, shall trump with a Card, which is not so, and shall have turned down the Trick, must be *Beasted*, if it appears, or may be suspected, that he did it with a fraudulent Design.

He who renounces several Times in one *Deal*, if it is not perceived till after the Tricks are turned down upon the Board, is to be *Beasted* but once; but if after he has been made sensible of the first, he is still shewed a second, and then a third, he must be *Beasted* for every *Renounce* he made, and

he must take up all his Cards and play them over again, as they ought to be played; and the other Players must observe to play their Cards as they played them before.

VI. *Of the Faults of discovering one's Game.*] The Fault of discovering one's *Game* is not the less considerable for its being common, since the Toleration thereof might introduce many Abuses.

It is not therefore permitted either to Those, who undertake to play, or to those who defend the Stake, to discover their Cards before the Game is won, by Reason that the *Friend* of him, who has shewed his Cards, may make his Advantage of it. So that he, who does it, must be *Beasted*.

This Case does not regard him, who plays *Sans-prendre*, or who has *called* his own *King*, because his Game can be favour'd by none.

Those, who defend the Stake, tho' they have made six Tricks, are not to expose their Cards, but to continue playing till the last, to see whether the *Ombre* can win his three Tricks to avoid being *Beasted* alone.

VII. *Of the Faults of Speaking.*] It is not permitted at *Quadrille* to speak at all, not even to say, *That is the King*; since the Person

who is to play next, either ought to know That, or may find it out by the Tricks already made. Neither ought any one to say, *such*, or *such Cards have been trumped*; even he, who is to play, must not ask it, but may look in the Tricks, which have been played before.

He, who speaks a Word in playing, to encourage his *Friend*, must not pretend to the *Vole*.

He, who says a Word to make him desist, must be *beasted*

It is not even permitted to say, *we have six Tricks*.

The Liberty each Player has to look over the Tricks whenever he pleases, ought to be understood only when his Turn comes to play, having no Occasion to know what has past, but only when he is to determine what he is to play.

By this Means are prevented the Abuses, which frequently happen, when he, whose Turn to play is either past, or not come, counts such and such Suits; because by so doing, he determines him, who is in Suspence, whether to play *this*, or *that* Card; and besides the Prejudice it may do the Game, it is unseemly, and does not look well so to do.

VIII.

VIII. *Of the Beaſte.*] There is no Time preſcribed when the *Beaſte* is not to be forfeited; it may be demanded ſeveral *Deals* after, if he, who won it can prove that he won it in the ſame *Deal*, wherein it naturally ſhould have been played for; but it is not ſo of the *Miſtakes* that may have been made in reckoning the *Beaſtes*. As for Example; if a *Beaſte*, which ſhould have been counted for 56 *Counters*, went but at 42, and he, who won it, has received them, without demanding the Overplus of this *Miſtake*, it muſt not be paid if the next *Deal* has been played out, to avoid the Confuſion ſuch Diſputes might occaſion; neither would it be Juſtice, ſince the Party runs no Hazard of loſing more than what he may win.

IX. *Of the* Sans-prendre, *and the* Matadores.] The *Sans-prendre* and *Matadores* are to be demanded before the Cards are cut for the next *Deal*, otherwiſe they are not to be paid.

It has been nevertheleſs judged neceſſary to make Exception to this Rule, to puniſh the Knavery of ſuch, who occaſion thoſe that have a Right to demand this Due from them, to loſe it by ſhuffling the Cards, and cauſing them to be cut before they are aware, and by Conſequence, before they had

had demanded what they ought to have had as Winners.

If he, who plays *Sans-prendre*, either with, or without *Matadores*, has not received from any one of the Players what he was to have had for winning the Game, he may notwithstanding the Cards are cut, demand, together with the *Rewards*, *&c.* the *Sans-prendre*, and *Matadores*, if he had them.

If he who played *Sans-prendre*, has not demanded it, and has himself either cut or dealt the Cards, there is nothing due to him but the *Stake* and *Rewards* for the Game he won.

If he who played *Sans-prendre*, with the *Matadores*, demands thro' *Mistake* the one for the other, he must have nothing paid him, except he recollects himself before the Cards are cut; this Game requiring a formal Explication of every thing in its proper Terms.

He who plays, *calling* a *King*, is not obliged to observe this Distinction, because there being two of them concerned, either of them may demand what is their Due before the Cards are cut; this Law only regarding those, who play either *Sans-prendre* or *calls* their own *King*.

He who, playing *Sans-prendre*, shews his Game, which he has sure in his Hand, without naming the Trump, is obliged to play

play in the Suit, which one of his Adverſaries ſhall name. So having taken up his Cards again, he lets the eldeſt Hand play; to whom it belongs to name the Trump before he throws down his firſt Card; or if, being himſelf eldeſt Hand, he leads the Board with *Spadille*, or *Baſto*, without declaring the Suit he plays in; this Game, as has been already obſerved, requiring an intire Explication.

X. *Of Forced Games.*] When all the Players have *paſſed*, he, who has *Spadille*, is *forced* to play. It is to be preſumed that having *paſſed* he has no good Game; and by Conſequence Juſtice demands that he ſhould not be ſubject to the Laws of thoſe, who play of their own Accord, which obliges them either to win three Tricks, or be *Beaſted* alone. For this Reaſon he, who is *forced* to play by having *Spadille*, muſt not be *Beaſted* alone, tho' he makes but one Trick.

XI. *Of the* Contre, *the* Vole, *and the* Devole.] *Quadrille* may very well admit of the *Contre*, which ſome were about introducing into *Ombre*, as uſed in the Game of *La Bête* (The *Beaſte.*) Thoſe therefore, who are willing to admit it ſhould follow this RULE.

He,

He, who would play *Sans-prendre*, and engage himself to undertake the *Vole*, should be suffered to play in Preference to him, who, tho' he is to speak before him, only offers to play simply *Sans-prendre*, or *without Calling*.

He, who having played *Sans-prendre*, and undertaken the *Vole*, but missed it, must pay to every one of the Players the Forfeit of the *Vole* he has lost, and must not be paid for *Sans-prendre*, *Matadores* if he had them, or the *Rewards*; nor must he even draw the *Stake* nor the *Beasties* that were played for; but he must not be *beasted* him self except he lost the Game; in which Case he must pay all that is due for the *Rewards*, the *Sans-prendre*, the *Vole*, and the *Matadores*, if he had them.

As this is a Circumstance, which very rarely happens, there can be no great Hazzard in admitting it.

He, who is *forced* to play with *Spadille*, cannot pretend to the *Vole*, by Reason of the Advantage *Spadille* discovered may procure him.

The Auxiliary-King must have appeared before there is any Right to undertake the *Vole*; otherwise, as no Risque is run, so no Recompence is to be expected.

He, who plays and wins no Tricks makes the *Devole*, (is *slammed*) which he must pay

to

to the two Defendants, and not to his *Friend* left the Desire of Gain should induce the *Friend* to play against him, whom he should assist, when the Game becomes desperate.

This *Law*, rigorous as it is, cannot well be too much so, since it tends to prevent playing upon low Games.

It is a *Rule* generally received and approved of, that Those who discover their *Game* must not pretend to the *Vole*. Nevertheless, if any one of the Players has in his Hand five or six sure Tricks, and exposes his Cards, saying that he undertakes the *Vole*, notwithstanding his *Friend* is to play first, he is admitted without its being in his Adversary's Power to hinder him; but they are at Liberty to compel the *Friend* of him who undertakes it, to lead the Board with what Card they please, to the End that he may make no Advantage of his having seen his *Partner*'s Hand; but This is only allowable before *six* Tricks are already won by those, who play; for if they have made *six* Tricks, none but he, who is to play next has a Right to undertake the *Vole*, or to desist, according to the ordinary *Rules*. Thus has this Point been justly mitigated; because he, who shews his *Game* can, from so doing, reap no other Advantage than only shortening the Length of the *Deal*; and

yet ſentenced to have undertaken the *Vole* whether he makes it or not.

This is all that concerns the Games of *Quadrille* and *Quintille*. If any Difficulty or Diſpute ſhould ariſe, you are to follow the ſame Rules that are obſerved at *Ombre* played by Three or Four. *Laſtly*,

Single Ombre, as played between Two Perſons only; is a Method of Play, that has very little in it diverting: Nevertheleſs it ſometimes played, when a *Third* Perſon is wanting, and People do not know how otherwiſe to divert themſelves. It may be of ſome Uſe to teach Beginners how to diſcard and play the Cards.

The Manner of Play, is exactly the ſame with the other *Ombre*.

Firſt, You muſt take an entire Suit out of the Pack, either *Diamonds*, or *Hearts*, it is indifferent which; then there will remain *Thirty*.

You are to deal 8 Cards a-piece, beginning with 3 and 3, and laſt of all with 2 a-piece; when this is done, there will remain 12 in the Stock, out of which the *Ombre* is to take as many as he pleaſes, the other may take the reſt.

When the Trump is named, you are paid for *Matadores*, and lay down for your *Paſſes* here as you do at *Ombre* with *Three*, and in every Reſpect it is juſt the ſame.

The

The *Ombre* is to win 5 Tricks to gain the Stake: When the Tricks are divided by 4 a-piece, it is a *Remiſe*; if he who defends wins 5 Tricks, he wins *Codille*.

To conclude, you are to take Notice that the general Rules of *Ombre* are the ſame whether you play the Game between Two, Three, Four, or Five Perſons, or *Eſpadille Forcé*, only with theſe Differences that we have explained; ſo that the following Terms will ſerve for All.

I can only ſay, that by theſe Directions any Perſon may learn to play, but I cannot promiſe them that they ſhall play well, for that muſt depend upon Genius and Experience.

Now after all that is ſaid, the *Original Ombre* by *Three*, is much more agreeable than any of theſe new *Grafts* with which the *old Stock* has been loaded.

TERMS *peculiar to the Game of* OMBRE.

I. TO *go to the Bottom:* That is, when he who takes in, next to the *Ombre*, takes ſo many Cards, that he does not leave 5 to him who is to take in laſt.

II. The *Baſto:* is the Ace of Clubs, which is always the third Trump, in whatſoever Suit you play.

III.

III. The *Codille:* is when one of thoſe that defend the Game againſt the *Ombre* wins the Stake.

IV. To name the Trump: is when the *Ombre* ſays, I play in *Hearts*, *Diamonds*, *Spades*, or *Clubs*.

V. The Diſcard: are the Cards laid out, which are always to be placed at the Right-hand of the Dealer.

VI. *Spadille*, or *Eſpadille:* is the Ace of Spades, which is always the firſt Trump, in whatever Suit we play.

VII. *Eſpadille Force*, or *Forced Eſpadille:* is, when it is agreed before you begin, that he who has *Spadille*, ſhall be obliged to play, if the reſt will not.

VIII. To force the *Ombre:* is, when he that plays before the *Ombre* plays a High Trump, in order to force the *Ombre* to play a Higher to win it.

IX. The *Gano:* is as much as to ſay, Paſs it, or leave it to me.

X. *Ombre:* is not only the Name of the Game, but alſo the Perſon who names The Trump and plays; for the Stake is called the *Ombre*.

XI. *Manille:* is either the Duce in Black, or the Seven in Red, and is always the ſecond Trump.

XII. *Matadores:* are the Three principal Trumps ſo called, which are *Spadille*, *Manille*, and *Baſto*.

XIII. *Matadores* Single: is when they are to be paid ſingle; for Example, when you are to be paid but one Counter for each.

XIV. *Matadores* Double: is when you agree to pay two a-piece for *Matadores*.

XV. Falſe *Matadores:* Two *Matadores* without the Third, are ſo called, but are never paid.

XVI. *Punto:* is the Ace of Hearts, when Hearts are Trumps; and the Ace of Diamonds, when Diamonds are Trumps.

XVII. *Sans-prendre:* is to play without Diſcarding, or taking any in.

XVIII. *Sans-prendre* Single: is when you are to receive but 3 Counters, for playing *Sans-prendre*.

XIX. *Sans-prendre* Double: is when you agree to pay 6 for playing *Sans-prendre*.

XX. *Remiſe:* is when the *Ombre* is Beaſted and no Body wins *Codille*.

XXI. *Remiſe* by Three: is when the *Ombre* is Beaſted by your winning 3 Trick a-piece.

XXII. To *renounce*: is when you do not follow Suit, and have ſome of that Suit in your Hand.

XXIII

XXIII. To make *Renounces:* is when in Diſcarding, you lay out an entire Suit, to be able to trump a King.

XXIV. *Repueſta, Repoſte:* is the ſame thing as *Remiſe.*

XXV. The Stock: are the Cards that are left, which you take in after, and Diſcard others.

XXVI. The *Tours:* are the Number of Deals you agree to play: But, remember that a *Paſs* or a *Codille*, is not reckoned for a *Tour.*

The LAWS *relating to* OMBRE.

I. IF the *Ombre* forgets to name his Trump, and has looked at the Cards he took in, one of the others may name it for him.

II. If the two Defendants ſhould ſpeak both together, and one name one, and the other another Suit, you muſt play in that Suit which was named by him who ſits upon the Right-hand of the *Ombre.*

III. When the *Ombre* forgets to name his Trump, or names one Suit for another by Miſtake, he may take in his Diſcard again, provided, the Cards he took in from the Stock, are not mixed with the reſt of his Game.

IV.

IV. Tho' the *Ombre* has ſeen his Cards, he prevents the others, and names a Trump before them, it is good.

V. The *Ombre* muſt be very exact in naming his Trump.

VI. You are not obliged to play a *Matador* upon a ſmall Trump, and may *Renounce* if you have not an inferior Trump.

VII. A Superior *Matadore* forces an Inferior, if you have no other Trump to play to it.

VIII. You cannot *Renounce* with any Trumps in your Hand, except the three *Matadores*.

IX. A Superior *Matadore* does not force an Inferior, unleſs it leads.

X. *Matadores* are not to be paid, unleſs they are in the Hands of the *Ombre*.

XI. You cannot demand to be paid for *Matadores*, or *Sans-prendres*, after the Cards are cut for the next Deal.

XII. There is no Time preſcribed for the *Beaſte*, and it may be taken while the next Deal is playing.

XIII. The Cards muſt be dealt no way but by 3 and 3.

XIV. If one of the Black Aces be turned up in dealing, there muſt be a new Deal.

XV. If the Card ſeen be any thing but a Black Ace, the Deal is good.

XV

XVI. Whether the Dealer, or another, turns up the Card, it is the ſame Thing.

XVII. If a great many Cards are turned up in dealing, they muſt be dealt again.

XVIII. He that has ten Cards dealt to him, cannot play.

XIX. He that has but eight Cards dealt to him, cannot play.

XX. He that has eight or ten Cards dealt to him, may play, if he gives Notice that he has too many, or too few.

XXI. He that paſſes with ten Cards in his Hand, is not *Beaſted*; unleſs he has ſo many, after he has taken in, when another plays the Game.

XXII. He that has ten Cards, may play *Sans-prendre*, if he did not deal; but one of the others is to draw a Card out of his Hand at hazard.

XXIII. He that has but eight Cards, may play *Sans-prendre* with his eight Cards, if he gives Notice.

XXIV. If one of the Players turns up a Card of the Stock, and looks at it, he cannot play, but the others may.

XXV. If he that has a ſure Game, and plays *Sans-prendre*, ſhews his Game without naming his Trump, he may take up the Stake.

XXVI. He who names his Trump, without firſt having aſked Leave, is obliged

to play *Sans-prendre*, let his Game be ever so bad.

XXVII. If the youngeſt Hand names his Trump without aſking Leave, he is not obliged to play *Sans-prendre*, if the others have paſſed.

XXVIII. If any Cards remain after all have taken in, he who left them may ſee them; and if he does, the other may.

XXIX. If any of the others ſhould look at the Cards left, when he who left them did not, he is *Beaſted*.

XXX. He that in taking in his Cards, ſhould take more than he laid out, is not *Beaſted*, if he has not looked on them, but he is obliged to put them back.

XXXI. If he has mixed them with the reſt of his Cards without ſeeing them, one of the others ſhall draw out of his Cards at hazard, as many as he took above his Due.

XXXII. He who takes leſs than his Number, may take the reſt at any time while the Stock is upon the Table; but if they are all taken in, he muſt draw as many as he wants from among the Diſcard.

XXXIII. He that has none of the Suit that leads, is not obliged to play a Trump.

XXXIV. He that plays out of his Turn is not *Beaſted*, but it is reckoned but Play.

XXXV

XXXV. If the *Ombre* ſees a Card in either of the others Hands, he cannot oblige him to play it; no Card is played, till it is upon the Board.

XXXVI. Every one has the Liberty of examining another's Trick, to ſee what is out.

XXXVII. If the Pack be falſe, and it is found out in playing, the Deal goes for nothing.

XXXVIII. Tho' the Pack be falſe, if the Deal be played out, it is good.

XXXIX. He who *Renounces* is *Beaſted.*

XL. When any one has *renounced*, every one is to take back his own Cards, and it is to be played over again, provided the Cards are not played out.

XLI. Several *Beaſtes* made in one Deal, may be played off the next.

XLII. When there are ſeveral *Beaſtes* upon the Board, the higheſt *Beaſte* is played off firſt, after the firſt Stake.

XLIII. He that can win four Tricks without calling *Gano*, ought not to call it.

XLIV. The *Ombre* is never to call *Gano.*

XLV. The *Ombre* ought not to give up, without playing the Cards, let his Game be ever ſo bad.

XLVI. When the Players mark differently either for their Stakes, or Paſſes, all

are obliged to mark equal with the highest, and the *Beastes* must be accordingly.

XLVII. He that gains a *Vole*, wins twice as much as lies upon the Board, if there be but one *Beaste*.

XLVIII. If there are many *Beastes*, upon the Board, he takes all, and is to be paid no more.

XLIX. If there are a great many *Beastes*, which, by Consent, or because they were made in one Deal, are put together, he that wins the *Vole* shall be paid as much more.

L. The *Vole* is undertaken, if after one has won his five Tricks, he plays down another Card.

LI. If he who undertakes the *Vole* does not win it, the two others are to divide betwixt them what lies upon the Board.

LII. When the *Vole* is undertaken, the two who defend it may look in each other's Hands, the better to disappoint it.

LIII. If he who undertakes the *Vole* plays *Sans-prendre*, or has *Matadores*, he is to be paid for them if he saves his *Beaste*, tho' he does not win the *Vole*.

LIV. A *Codille* won, is not marked for a *Tour*.

LV. When a Number of *Tours* is agreed to be played, he who will not play to the End, ought to pay all that is lost.

LVI.

LVI. He who discards and takes in before his Turn, is *Beasted*, if what he takes in is mixed with his Game.

Thus have we given the Laws relating to *Ombre* (in all its Branches, either between 2, 3, 4, or 5 Persons) but cannot conclude this Article, without reciting Mr *Pope*'s beautiful Description of the Manner of playing this Game between *Belinda* and her *Two Knights* at *Hampton-Court*.

BELINDA now, whom Thirst of Fame invites,
Burns to encounter *Two* advent'rous *Knights*
At OMBRE *singly* to decide their Doom,
And swells her Breast with Conquests yet to come.
Strait the *Three* Bands prepare in Arms to join;
Each Band the Number of the sacred *Nine*.
Soon as she spreads her Hand, th' *Aërial* Guard
Descend, and sit on each important Card:
First *Ariel* perch'd upon a *Matadore*,
Then each, according to the Rank they bore;
For *Sylphs*, yet mindful of their antient Race,
Are, as when Women, wond'rous fond of Place.
Behold, four *Kings* in Majesty rever'd,
With hoary Whiskers, and a forky Beard:
And four fair *Queens*, whose Hands sustain a Flower,
Th' expressive Emblem of their softer Power,
Four *Knaves* in Garb succinct, a trusty Band,
Caps on their Heads, and Halberds in their Hand;
And party-colour'd Troops, a shining Train,
Draw forth to Combat on the Velvet-Plain.
The skilful Nymph reviews her Force with Care;
Let *Spades* be Trumps she said; and *Trumps* they were.
Now move to War her sable *Matadores*,
In show like Leaders of the swarthy *Moors*.

Spadillia firſt, unconquerable Lord!
Led off two Captive Trumps, and ſwept the Board.
As many more *Manillia* forc'd to yield,
And march'd a Victor from the verdant Field.
Him *Baſto* follow'd, but his Fate more hard,
Gain'd but one Trump, and one *Plebeian* Card.
With his broad Sabre next, a Chief in Years,
The hoary Majeſty of *Spades* appears;
Puts forth one manly Leg, to fight reveal'd;
The reſt in many colour'd Robe conceal'd.
The Rebel-*Knave*, who dares his Prince engage,
Proves the juſt Victim of his Royal Rage.
Ev'n mighty *Pam*, that Kings and Queens o'erthrew
And mow'd down Armies in the Fights of *Lue*;
Sad Chance of War! now, deſtitute of Aid,
Falls undiſtinguiſh'd by the Victor *Spade*.

Thus far both Armies to *Belinda* yield:
Now to the Baron, Fate inclines the Field.
His warlike *Amazon* her Hoſt invades,
Th' imperial Conſort of the Queen of *Spades*.
The *Club*'s black Tyrant firſt her Victim dy'd,
Spite of his haughty Mein and barb'rous Pride!
What boots the Regal Circle on his Head,
His Giant Limbs, in State unweildly ſpread;
That long behind he trails his pompous Robe,
And, of all Monarchs, only graſps the Globe.

The Baron now his *Diamonds* pours apace;
Th' embroider'd King who ſhows but half his Face,
And his refulgent *Queen*, with Powers combin'd,
Of broken Troops an eaſy Conqueſt find.
Clubs, *Diamonds*, *Hearts*, in wild Diſorder ſeen,
With Throngs promiſcuous ſtrew the level Green.

The *Knave* of *Diamonds* tries his wily Arts,
And wins (O ſhameful chance!) the *Queen of Hearts*
At this, the Blood the Virgin's Cheeks forſook,
A livid Paleneſs ſpreads o'er all her Look;
She ſees and trembles at th' approaching Ill,
Juſt in the Jaws of Ruin, and *Codille*.

And now (as oft in ſome diſtemper'd State)
On one nice Trick depends the gen'ral Fate;
An *Ace* of *Hearts* ſteps forth: the King unſeen
Lurk'd in her Hand, and mourn'd his captive *Queen*
He ſprings to Vengeance with an eager Pace,
And falls like Thunder on the proſtrate *Ace*.
The Nymph exulting, fills with Shouts the Sky,
The Walls, the Woods, and long Canals reply.

The LAWS *of* QUADRILLE.

I. IT is not permitted to *deal* the Cards any otherwiſe than by 4 and 3, the *Dealer* being at Liberty to begin with which of thoſe Numbers he pleaſes. If in *dealing* there happen to be one or more faced Cards, the *Deal* goes for nothing.

II. If the Pack of Cards has more or leſs than it ought to have, the Deal goes for nothing.

III. If there chance to be two Cards of the ſame Sort, and it is perceived before the *Deal* is played out, it is null; but if the Cards are all played, the *Deal* is good, as well as all thoſe which may have preceded it.

IV. He who miſſes *Deal*, muſt *deal* again; but is not to be *Beaſted*.

V. If he who plays either *Sans-prendre*, or *calling* a King, names a Trump of a different Suit from that his game is in, or names two ſeveral Suits, That which he firſt named, muſt be the Trump.

VI. He who plays, must name the Trump by its proper Name; as he likewise must the King he *calls*.

VII. He who has said *I pass*, must not be again admitted to play, except he plays by *Force*, upon Account of his having *Spadille*.

VIII. He who has *asked the Question*, and has *Leave* given him, is obliged to play.

IX. He who has asked to play, must not play *Sans-prendre*, except he is *forced* so to do.

X. He who has asked to play, may play *Sans-prendre*, in Preference to him, who *forces* him to it.

XI. He who has the Four Kings may *call* the Queen of either of his Kings.

XII. Neither the King nor Queen of the Suit, which is Trumps, must be *called*.

XIII. He who has one, or several Kings, may call any King he has in his Hand; in such Case, to win, he must make alone six Tricks. If he wins, it is all his own; and if he loses, he pays all by himself.

XIV. You must not demand *Gano*, of your *Friend*; nor cause him, by any indirect Means, to favour you.

XV. Every one ought to play in his Turn, but for having done otherwise, no one must be *Beasted*.

XVI.

XVI. He however, whoſe Turn it is not to play, having in his Hand the King the *Ombre* has called, and ſhall trump about with either *Spadille*, *Manille*, or *Baſto*, or ſhall even play down the King, which was *called*, to give Notice of his being the *Friend*, muſt not pretend to undertake the *Vole*; nay he muſt be condemned to be *Beaſted*, if it appears that he did it with any fradulent Deſign.

XVII. He who has drawn a Card from his *Game*, and preſented it openly in order to play it, is obliged ſo to do, if retaining it may be either any Ways prejudicial to the Game, or may give any Intimation to the *Friend*; and more particular if the Card is a *Matadore*. He who plays *Sans-prendre*, is not ſubject to this Law; nor is he, who *calls* his own King.

XVIII. He who has none of that Suit of the Card that leads, is not obliged to trump it; nor to throw a higher Card of the ſame Suit upon it, if he has one.

XIX. It is lawful to look upon every one's Tricks to ſee what Cards have been played.

XX. None ought to look upon the Tricks, nor to count aloud what has been played, except when it is his Turn to play; but to let every one reckon for himſelf.

XXI. He who inſtead of turning up the Tricks before any one of the Players, ſhall

turn up and discover his *Game*, must be equally *Beasted* with him, whose Cards he has so discovered, one paying one half, and the other the like.

XXII. He who *renounces*, must be *Beasted* as many Times as he has so done, if he is made sensible of every *Renounce* he has made; but if the Cards are mixed, he is to pay but one *Beaste*, tho' he has made several *Renounces*.

XXIII. To have *renounced*, the Trick must have been turned down; or he who *renounced* must have played his Card for the next Trick; otherwise he may recal his Card without incurring any Penalty.

XXIV. If the *Renounce* prejudices the Game, and the Deal is not all played out, every one may take up his Cards, beginning at the Trick where the *Renounce* was made, and play them over-again; but if the *Deal* has been all played out, the Cards may not be re-taken.

XXV. He who having asked what is Trumps, shall trump with a Card of that Suit he has been told was Trumps, tho' in Effect it is not so, must not be *beasted*.

XXVI. He who without having enquired what is Trumps, shall trump with a Card which is not Trumps, if he has taken up and turn'd down the Trick, must be *beasted*.

XXVII.

XXVII. He who ſhews his *Game* before the *Deal* is out, muſt be *Beaſted* except he played *Sans-prendre*.

XXVIII. Several *Beaſtes* made in one *Deal* ought to go all together; unleſs it has been otherwiſe agreed before.

XXIX. The greateſt *Beaſtes* ſhould be always firſt played for.

XXX. None of the Three *Matadores* can be commanded down by an inferior Trump.

XXXI. A ſuperior *Matadore* forces down an inferior, when it is played by the Leader.

XXXII. A ſuperior *Matadore* does not command down an inferior, if it is played upon any other Trump that led the Board.

XXXIII. The *Matadores* and *Sans-prendre* cannot be demanded after the Cards are cut for the next *Deal*, except when they are deſignedly cut and dealt ſo haſtily that the Winner has not been allowed Time to demand his Due; in which Caſe, if he has not taken up the *Stake*, nor been paid the *Rewards* by any of the Players, he may lawfully demand the *Sans-prendre* and *Matadores* together with his other Dues; but if it was he himſelf, who either cut or dealt the Cards, he has no farther Right to demand them.

XXXIV. If he who plays *Sans-prendre* with the *Matadores* in his Hand, demands

only one of them, he must receive only That, which he mentioned.

XXXV. He who instead of *Sans-prendre*, shall demand *Matadores*, not having them; as likewise he, who shall demand *Sans-prendre* instead of *Matadores*, cannot compel the Players to pay him what is really his Due; this Game requiring a formal Explication of every Point in its proper Terms. He who plays with the Assistance of a King, has no Share in this Distinction.

XXXVI. If one of the two Winners has been paid for *Matadores*, the other may likewise rightfully claim Payment, notwithstanding they have not been demanded.

XXXVII. *Matadores* are only paid when they are in the Hands of the *Ombre*, or of the King his Ally, whether all in one Hand, or separately in both.

XXXVIII. He who plays *Sans-prendre*, is obliged to name his Trump, notwithstanding he has a sure Game in his Hand

XXXIX. The *Game*, the *Stake*, the *Reward*, and the *Beaste* have no fixed Time set for their Payment, but they may be demanded several *Deals* after.

XL. You cannot recover the Mistakes, which may have been made in reckoning the Value of *Beastes*, after the *Deal*, wherein they were drawn, is over.

XLI.

XLI. He, or they, who play and make all the Tricks, are to be payed what has been agreed upon for the *Vole*.

XLII. The *Vole* does not draw the *Beaſtes*, which were not played for.

XLIII. He who undertakes the *Vole*, and does not make it, muſt pay as much as he would have received, had he won it.

XLIV. The *Vole* is undertaken when, after having made ſix Tricks, whether you play *Sans-prendre*, or with the Aſſiſtance of a King, the Card is played down for the ſeventh Trick.

XLV. When the *Vole* is once undertaken, there is no going back.

XLVI. He who ſpeaks in the Game to encourage his *Friend* to undertake the *Vole*, cannot pretend to it.

XLVII. He who ſays any Thing to induce him to deſiſt from undertaking it, muſt be *Beaſted*.

XLVIII. It is not permitted to give Notice to your *Friend* that you have made ſix Tricks.

XLIX. Thoſe who defend the *Stakes*, muſt not communicate their Game to each other, tho' the *Vole* is undertaken, nor muſt any one ſpeak the leaſt Word that concerns the Game.

L. He, who is *forced* to play with *Spadille*, cannot have any Pretenſions to the *Vole*.

LI. The *Vole* cannot be undertaken 'till the auxiliary King has appeared.

LII. You may, in case the auxiliary King does not appear, continue playing 'till the very last Card, without incurring the Penalty of those, who miss making the *Vole*.

LIII. Those who make the *Vole*, if the auxiliary King has not appeared, 'till the last Trick, must not be payed it, even tho' the Queen of that Suit has made a Trick.

LIV. Those who having undertaken the *Vole*, miss making it, are nevertheless to take up the *Stakes*, *Beastes*, &c. that were played for, and to be payed the *Game*, *Rewards*, *Matadores*, if they had them, and *Sans-prendre*, if so played.

LV. Those who admit the *Contre* into the Game of *Quadrille*, must permit him, who offers to play so, before any other, who offers only to play *Sans-prendre*, even the Eldest Hand.

LVI. He who playing *Sans-prendre*, undertakes the *Vole*, and misses making it, must pay to each of his Opponents the Due for the *Vole*; nor is he to be payed either the *Sans-prendre* or *Matadores*, if he had them, nor even the *Rewards*, nor the *Game*; neither does he draw the *Stakes*; but he is not to be *Beasted*, except he loses the Game; in which Case, he must pay to each Player, besides the Forfeit of missing the *Vole*, what he was to have had for winning the Game, and be *Beasted* for as much as was played for.

LVII. He

LVII. He who plays and does not make three Tricks, is to be *Beasted* alone, and must likewise pay alone all that is to be payed; and if he makes no Trick at all, he must, besides That, pay to his two Adversaries the *Vole*, but not to his Friend, lest the Allurement of that Gain might intice the *Friend*, when he sees the Game desperate, or past Recovery, to play against him, whom he ought to defend.

LVIII. When you play the Game called *au Roy rendre*; or, *the King surrendered*, he to whom his King is *surrendered*, must, to win, make six Tricks alone. As to all the rest, he wins or loses by himself.

LIX. Whoever refuses to play out the Number of *Tours* agreed upon at first, ought to pay all the Losings, and the Cards.

LX. But in Case his Absence is absolutely required upon any important Occasion, the Party may be put off 'till another Opportunity, taking a Memorial of the Condition in which the Game was left.

PICQUET.

TAKE a Pack of Cards, and throw out all the Duces, Trays, Fours, Fives, and Sixes. You are to play with the rest, which will amount to thirty-two.

Or,

Or, you may buy Packs of *Picquet*-Cards at the Card-Makers, which contain no more than what are uſed.

After you have ſettled what you play for, you are to agree how much ſhall make Up; for this is in the Choice of the Gameſters. The common way of playing it, is a Hundred Up; and this ſeems to be the beſt Game, becauſe a Re-Picque generally wins the Game.

The next Thing you are to do, is, to Cut who is to Deal; for you muſt obſerve, that at this Game the Dealer has a great Diſadvantage. He who ſhews the loweſt Card in cutting, is the Dealer.

A Man may cut as many, or as few Cards as he pleaſes, provided it is more than one; but one Card is no Cut.

And if by Accident it ſhould happen, that in Cutting, ſome of the Cards ſhould drop out of your Hand, and ſome remain (which often falls out thro' haſte) you muſt take no Notice of the Cards that fall, but the Cut muſt be decided by that Card which remains in your Hand with the reſt.

In reckoning up your Point, every Card is reckoned, for as much as it bears; as Ten for Ten, Nine for Nine, and ſo down to the Seven, which is the loweſt. Obſerve, that an Ace is always reckoned for Eleven.

You muſt obſerve alſo, that all Court-Cards are reckoned for Ten.

And

And when you come to play the Cards, their Value is in the ſame Degree; as, the Ace wins the King, the King the Queen, and the Queen the Knave, the Knave the Ten, and ſo down.

When the Deal is decided, the Dealer is to ſhuffle the Cards, and offer them to the other to be cut.

If in Cutting he ſhould ſcatter, or any ways diſplace the Cards, they are to be ſhuffled and cut again.

If the Perſon who does not Deal has a Mind to ſhuffle the Cards, he may; but the Dealer is to give them the laſt Shuffle.

The Dealer may diſtribute the Cards, by 4, by 3, or by 2 at a Time, as he pleaſes, 'till he has dealt 12 a-piece; but he muſt always go thro' the Deal to the End, with the ſame Number as he begins.

But becauſe this changeable Way of Dealing ſometimes may give Offence, the Cards are generally dealt at this Game by 2 and 2; and it ſeems beſt ſo.

When the Dealer has done, he is to lay the Stock juſt in the Middle; when they come to examine their Game, if one of them ſhould find that he has not one Court-Card in his Hand, he is to declare that he has *Carte-blanche:* Then he is to tell how many Cards he will lay out, and deſire the other to diſcard, that he may ſhew him his Game.

When

When the other has discarded, he who has *Carte-blanche*, is to shew his Game upon the Table, that the other may be satisfied it is so; then he is to reckon Ten for his *Carte-blanche*, and to discard, in order to play his Game. But he must lay out the same Number of Cards he declared.

The *Carte-blanche* is the first Thing reckoned, and therefore prevents a *Picque* and *Re-Picque*.

When each has his Number of Cards, that is 12, there remains 8, which (as we said before) are to be laid in the Middle; then he, who is to play first, may take 5, which is a great Advantage, and leave but 3 to the Dealer.

But he is not obliged to take 5, for that is to be at his Choice, or according to the Disposition of his Game; he may take in but 2, 3, or 4, observing to discard just the same Number.

When he takes less than 5, he may see the rest of them, and lay them again upon the Stock.

Then the other may take all that is left, or what Number of them he pleases, observing to discard as many; he may also look on the Cards he leaves, and the other may likewise see them, if he declares first what Card he will lead.

But take Notice, that he is obliged to lead the Card he names.

And if by Miſtake, or otherwiſe, he ſhould promiſe to lead a Card of a Suit which he had not in his Hand, he is obliged to play what Card the other ſhall appoint him.

Obſerve that both the Dealer and he that leads, are obliged to diſcard at leaſt one, let their Games be ever ſo good.

After both have diſcarded and taken in, the eldeſt Hand is to examine what Suit he has moſt Cards of; then he is to reckon how many Points he has in that Suit, and aſk the other if ſo many are good: If the other cannot reckon as many in that, or any other Suit, he tells one for every ten. An Example will make this plain.

If the Eldeſt Hand has Ace, King, Queen, and Knave of any Suit, he aſks, *Are* 41 *good?* (We told you before that an Ace was counted for 11, and every Court-Card for 10.) If the other cannot reckon up as many, he is to tell 4 for them; ſo if he had 50, he is to tell 5; if 60, 6, and ſo on.

But ſuppoſe 35 in either Hand ſhould be good, he who has them is to reckon as much as for 40, that is to ſay, 4; and the ſame for any Number betwixt 35, and 40; but for any Number leſs than 5, nothing is reckoned: As for 41, 42, 43, or 44, you reckon but 4; ſo that by this you ſee there is as much

much reckoned for 35, as for 40, *viz.* 4. The Rule is the ſame in all Numbers betwixt 50, 60, *&c.*

He who reckons moſt in this manner, is ſaid to win the Point; when the Point is over, each is to examine what Cards he has in his Hands of the ſame Suit, which are Sequents: Theſe are called, either *Tierces*, *Quartes*, *Quintes*, *Sexiemes*, *Septiemes*, or *Huitiemes*, according to their Number and Value.

Theſe Words may ſound a little like conjuring, to Perſons who do not underſtand them; but they are only the *French* Terms, which we make uſe of, becauſe *Engliſh* will not expreſs the ſame Thing in one Word.

Firſt, a *Tierce* is when three Cards follow one another in Degrees of Value, as Ace, King, Queen; and are worth 3: If you add a Knave to theſe, it is called a *Quart*, and is worth 4; add a 10, and it is called a *Quint*; a 9, and it is called a *Sexieme*; a 7, and it is called a *Septieme*; an 8, and it is called a *Huitieme*.

The Word *Tierce* is from *Trois*, three; *Quart*, from *Quatre*, four; *Quint*, or *Quinze*, fifteen: Tho' by a Corruption of Pronunciation we call it *Kent*, and the Word *Sixieme*, is the ſixteenth; *Septieme*, from *Sept*, ſeven; *Huitieme*, from *Huit*, eight.

Every *Tierce* is worth three Points, the *Quart* four, the *Quintes* fifteen, the *Sixieme* is worth

worth ſixteen, the *Septieme* ſeventeen; the *Huitieme* eighteen; ſo that the Signification of the Terms inſtruct you what theſe Things are worth, when you have them in your Hand.

You muſt obſerve, that theſe *Sequents* of Cards muſt be of the ſame Suit, otherwiſe they are of no Value.

Theſe *Tierces*, *Quartes*, *Quintes*, &c. are diſtinguiſhed in Dignity by the Cards they begin from; as for Example, Ace, King, and Queen, are called *Tierce-Major*: King, Queen, and Knave, are called *Tierce to a King*; ſo Knave, Ten and Nine, are called *Tierce to a Knave*; ſo every *Quart*, *Quint*, or *Sixieme*, that begins from an Ace, is called *Quart*, *Quint*, or *Sixieme-Major*: When they begin from another Card, they are named from that Card.

Obſerve, that he who has the beſt *Tierce*, *Quart*, *Quint*, &c. being that which takes its Deſcent from the beſt Card, though he has but one, and the other has many inferior, the beſt ſhall ſet all the others aſide, and render them of no Value.

So if one Perſon has a *Tierce*, or *Quart-Major*, and two or three inferior ones, the *Tierce-Major* ſhall make the ſmall ones good.

For Example, if one has *Tierce-Major*, and a *Tierce of a Knave*, and another to a Ten in his Hand, and the other has a *Tierce to a Queen*; he who has the *Tierce-Major* ſhall reckon

reckon not only That, but the two Small ones alſo, and the *Tierce to a Queen* in the other Hand is worth nothing.

So a *Quart* in one Hand ſets aſide a *Tierce* in another; and ſo of the reſt, the Higheſt renders the Loweſt good for nothing; and he who has a *Sixieme* in his Hand that is good may reckon *Tierces*, or *Quartes*; and if the other has a *Quint* at the ſame Time, it is ſet aſide.

And ſo it is of *Septiemes*, *Huitiemes*, &c. when you have one of Theſe good in your Hand, it gives a Value to all the reſt.

When theſe are told, you are to examine how many Aces, Kings, Queens, Knaves, or Tens, you have in your Hand; but no Number leſs than Three of any of theſe are good for any thing, but Three of any of theſe are worth Three: As for the Nines, Eights, and Sevens, you are allowed nothing for them.

Obſerve, that the Cards are in the ſame Degree of Value here, as in every other Part of the Game; that is to ſay, the Aces are beſt, then the Kings, Queens, and Knaves, and laſt of all the Tens.

If one has in his Hand 3 Aces, 3 Knaves, and 3 Tens, and the other 3 Kings; he who has the Aces, ſhall tell all his Threes, and the Kings are good for nothing. Thus, among

among *Cards*, as well as *Men*, The *Great* overcomes the *Small*.

He who has 4 Aces, 4 Kings, 4 Queens, 4 Knaves, or 4 Tens, reckons 14, for them: And this is called a *Quatorze*, that is, provided they are good.

Four Aces muſt be always good, the reſt are good but as it happens; 4 Tens muſt be good, if the other has not 4 of any thing elſe.

If there are 4 Knaves, or Tens, in one Hand, 3 Aces, or Kings, *&c.* are not to be told in another Hand.

Thus when you have reckoned all your Game that is to be told in Hand; he, whoſe Right is to play firſt, begins to play down: And every Card he plays down, above the Degree of a 9, he tells 1 for: But for a 9, and ſo downwards, he can reckon nothing; then the higheſt Card of a Suit always wins the Trick.

If two Cards of different Suits are played, that which leads wins the Trick, tho' the firſt was but a 7, and the laſt an Ace.

It is not the Perſon that wins the Trick who always reckons for it, and in ſome Caſes both reckon 1, for the ſame Trick; I ſhall explain this Matter.

If the Perſon who leads, plays a tenth Card, he reckons 1 for it as ſoon as he plays it down; if the other plays another Card that

is

is higher, he wins it, and alſo reckons one; thus they both reckon for the ſame Trick.

If the Leader plays an 8, or 7, he reckons nothing, and if the Follower ſhould win it with a 9, he reckons nothing; for, as I ſaid before, no Card under a 10 can count at this Game: Nevertheleſs that Trick ſerves towards winning of the Cards.

But obſerve, that the Follower, that is he who plays laſt, never reckons for his Card unleſs he wins the Trick.

And obſerve too, that there is one Exception to a Rule I laid down before, which is that he who wins the laſt Trick reckons 1 for it, tho' it be won with a 9, 8, or 7; if it be won with a 10, or upwards, he reckons 2 for it.

When the Cards are played out, each is to count his Tricks; and he that has moſt is to reckon 10 for winning the Cards: If they have Tricks alike, neither is to reckon any thing.

When the Deal is finiſhed, each is to mark up, what he got by the Deal; and ſo at the End of every Deal, till the Game is finiſhed.

When the Game is at an End, you are to cut again for the Deal, if you play on; and ſo every Game you play.

Sometimes it is agreed to play a certain Number of Games, and to Deal alternately to the End of thoſe Games. As for Example,

viz. When it happens that both Parties are within a few Points of being up, the *Carte-blanche* is the firſt Thing that reckons.

If there be no *Carte-blanche*, the Point is the firſt Thing.

The ſecond Thing is the Sequents, as *Tierces*, *Quartes*, *Quints*, &c. The next to thoſe to be reckoned, are the Threes, or *Quatorzes*; as 3 Aces, or 4 Knaves, or Tens, Queens, or Kings.

As for Inſtance, if both Parties ſhould be 95 of the Game, and one has in his Hand 45, or 50, for Point; which we will ſuppoſe to be good; and the other a *Quint*, or a *Quatorze* of Aces, he who has the Point wins the Game; becauſe, as I ſaid before, it is to be reckoned firſt; and the reſt have the ſame Preference according to their Ranks, as is already ſhewn.

If one be 99 of the Game, before he plays down the firſt Card; he plays it up, if it be a tenth Card, tho' he loſes the Trick.

If the Parties are 99 each when they are to play down, the Leader muſt win the Game, if he plays a tenth Card; becauſe he tells as ſoon as he plays down, the other cannot till after the Trick is won.

Of the REPICQUE.

HE who without playing down, (that is, in *Carte-blanche*, *Points*, *Quints*, *Quatorzes*, &c.) can reckon up 30 in Hand, when the other has reckoned nothing, reckons 90 for them; and this is called a *Repicque*.

If he can make up above 30 in Hand, he reckons as much above 90; as if he has 32, 33, or 34; he reckons 92, 93, 94, and so on.

Of the PICQUE.

HE who can make up 30, part in Hand, and part by Play, before the other has told any Thing, reckons them for 60; and this is called a *Picque*.

It must be observed here, that when he makes his 30, if he should by Mistake, omit saying 60, and reckon only 30, and so go on with 31, 32, and then playing the Cards out so, he should afterwards recollect his Error, and reckon 30 more for the *Picque*; he is not to lose the Benefit of his *Picque*.

But, if he has marked up his Game; and the Cards are cut, and distributing for the Deal following, it is too late to re-call, and his Game must stand as it is marked.

Of the CAPOT.

HE who wins all the Tricks, inſtead of reckoning 10, which is his Right for winning the Cards, reckons 40, and this is called a *Capot*.

I ſhould have obſerved before, that whenever the *Points*, the *Tierces*, *Quartes*, or *Quints*, are equal in both Hands, neither is to reckon any Thing for them; tho' at other Games an Advantage in this Caſe is given to the firſt in Play, or the Eldeſt Hand.

Accidents *which happen at this* GAME, *and the* Penalties *which attend it.*

FIRST, if the Dealer by Miſtake, or otherwiſe, ſhould give a Card too many, or too few, it is at the Election of the Eldeſt Hand, either to play the Game, or make him deal again.

If the Eldeſt, having 13 Cards dealt him, reſolves to play (you muſt obſerve, there can be but 7 Cards in the Stock, if the Dealer has his 12) in this Caſe he muſt lay out 5 Cards, and take in but 4.

If he plays when he has but 11 Cards dealt, he muſt lay out a Card leſs than what he takes in.

And the Dealer is to do the same, if 11 or 13 Cards fall into his Hand; but it is only in the Choice of the Eldest to play, or make him deal again.

If one should have 15, or but 9 Cards dealt him, which may happen when the Dealer does not think of what he is doing; in this Case the Cards must be dealt again, and neither have Power to hinder it.

He that has a *Carte-blanche*, *Point*, *Quints*, or *Quatorzes*, in his Hand, and plays down a Card before he remembers to name it, loses the Benefit thereof; and so he does of every Thing that is to be told in Hand, if he does not name them before he plays down.

If one Party names his Point, and the other allows it to be good; if he does not remember to shew it before he plays down a Card, it is good for nothing to him, and he must not reckon it.

So if he should name *Tierces*, *Quartes*, or *Quints*, and not shew them before he plays down, he loses the Advantage of reckoning them.

On the other Hand, when this happens, the Dealer shall tell his *Points*, *Tierces*, *Quartes*, or *Quints*, &c. tho' they are not so good as the others.

But he must likewise shew them before he plays down to the Leader's Card, otherwise he

he loſes the Right of reckoning them, as well as the other.

He that has *Threes*, or *Quatorzes* of Aces, Kings, Queens, Knaves, or Tens, is not obliged to ſhew them.

If one ſhould count a *Three*, or *Quatorze*, which he has not in his Hand, tho' he laid it out by Miſtake, or otherwiſe; if the other finds it out at any Time before the Cards are cut for the next Deal, he cuts him off from all he reckoned, and he is to count nothing that he got by that Deal.

If the Eldeſt ſhould count 3 Aces when he laid out 1 of them, and the other 3 Kings, or any thing elſe; he ſhall count his 3 Kings, tho' he does not diſcover the other's falſe Reckoning till the End of the Deal.

Obſerve, that tho' he who reckons falſe, can count nothing by the Deal; yet what he has in his Hand may hinder the other, and ſave a *Picque*, or a *Repicque*.

As for Example, he who counts 3 Aces falſe, and has a *Quint-Major* in his Hand; tho' he cannot count for it, yet it cuts the other off from counting any inferior *Quint*, *Quarte*, or *Tierce*.

He that takes in a Card more than he lays out, incurs the ſame Penalty, and counts nothing.

But he that takes in a Card leſs than he lays out, may count his Game.

He that has a Card leſs than his Number, muſt play Card for Card with the other, as long as his Cards laſt.

When one has 12 Cards, and the other but 10; if he who has the 12 Cards, ſhould win 10 Tricks ſucceſſively, then he has 2 Cards left in his Hand, which we will ſuppoſe to be the King of *Spades*, and any ſmall Card of another Suit; the Other has but 1 Card, which we will ſuppoſe to be the Ace of *Spades*: If the firſt plays his ſmall Card, the other muſt play the Ace of *Spades* to it. Thus he ſuffers a *Capot* for want of another Card; and this ſeems juſt, becauſe it was his own Fault that he wanted a Card.

When a Card is once played out of Hand, it cannot be taken up again, unleſs it be in the Caſe of a *Renounce*; if then, by Miſtake, one ſhould throw down a Card of a different Suit when he has one of the ſame in his Hand, he may take it up again, and play down the other.

If the Leader ſhould play a King, and the other having the Ace of the ſame Suit in his Hand, ſhould in ſurprize play a ſmall Card of the ſame Sort, he cannot re-call it, but muſt be content to loſe the Trick.

If one Perſon has 3 Aces in his Hand, and by Negligence ſhould count 3 Kings inſtead of his Aces, he counts nothing that Deal.

Provided,

Provided, he does not recollect his Miſtake before he plays down his firſt Card; if he does, in all the aforementioned Caſes he ſaves the Penalty.

If when the Deal is half played out, one of the Parties expecting to win no more Tricks, ſhould throw up the Cards, and mix them with the reſt; if he repents after, and would take his Cards up again, he is not allowed: But if they are not mixed with the reſt, he may take them up again, and play out the Deal.

When the Cards are played out, except 2 or 3 on one Side, and one ſuppoſing the other's Cards to be better than his own, ſhould throw them down; but finding himſelf miſtaken, he takes his Cards up again after, he ſhall be obliged to play which of the 3 Cards the other directs him.

It is not allowed in any Caſe to diſcard twice: As for Example:

He who takes in firſt, lays out 4 Cards; therefore he is to take in but 4: If by the Outſide, or any other Means, he ſhould know the 5th to be a good Card, and offer to lay out another in order to take it in, the other muſt not allow him to do it.

And the Rule is the ſame in reſpect of the Dealer: If he does not take all the Cards that are left him, after he has once diſcarded,

and taken in, he can discard no more, tho' he has not looked on the Cards he takes in.

Nor is it allowed before discarding, to look to examine the Cards you are to take in, even on the Outside, lest they should be known by their Backs.

He that takes in first, should always tell how many he leaves, if he does not take in all his 5; that the other may discard accordingly.

He that takes in a Card too many, and perceives it before he looks on them, may turn it back again.

Unless he mixes it with the rest of his Game; in which Case he loses the whole Profit of that Deal, and reckons nothing as is observed before.

If any one takes the Cards to deal when it is not his Turn, and should deal them all out; and if the other has examined his Cards, provided he that dealt by Mistake has not looked on his Cards also; he may throw them up to be dealt by the other.

If the Person who is to speak first, should shew a *Point*, or a *Tierce*, *Quarte*, or *Quint*, &c. or a *Three*, or *Quatorze* of any Thing, which the other two should allow to be good; if, after this, he should find he was mistaken, and that he has a Better of that sort than the Eldest shewed, he may count it afterwards: And he suffers nothing by this Mistake, provided there be not a Card played down.

The

The *Carte-blanche*, as we told you before, is always first told, and must be shewed upon the Table, whether in the Hand of the Dealer, or of the other.

He that hath nothing in his Hand but the *Carte-blanche*, saves a *Picque* or a *Repicque*.

If you should have in your Hand 3 Aces, 3 Kings, 3 Queens, 3 Knaves, or 3 Tens, and in discarding lay out 1 or either of these, you are to count but 3 : Then the other may ask you which Ace, which King, *&c.* you laid out, and you are obliged to tell him; and if he requires it, you must shew him which you laid out.

If it should happen that the Pack should be false, (as sometimes there may be 2 Cards of a Sort) when it is found out, that Deal goes for nothing ; but if you have played several Deals before, with the same Pack, they are all good.

If the Pack should be found false, the very first Deal you play you must adjust the Pack, and begin again ; but you are not to cut again for Deal, for the first Cutting stands good.

Every Gamester is to lay his Discard near himself, which he has the Liberty of looking on as often as he pleases.

He that cuts the Cards is not to look at the Bottom ; if he should, forgetting what he was about, they must be shuffled and cut again.

When the Cards are cut neatly, that is, without ſcattering or diſplacing, and neither have ſeen the Bottom; if the Dealer, by ſome outward Mark ſhould know it to be a bad Card for him, and ſhould deſire the other to cut again, he ought not to conſent; and the Caſe is the ſame if he that cuts ſhould happen to know it to be a good Card for the Dealer: For the Cards are never to be cut twice, but in the Caſes before mentioned.

Whoever is found taking a Card in, that he had laid out before, loſes the Game.

When, by Miſtake, one has taken a Card in, more than he had laid out, and to avoid the Penalty, which is, of reckoning nothing that Deal, he ſhould attempt ſecretly to lay it out again, he is to loſe the Game.

This Game is always played with Lurches, unleſs it be firſt agreed on to the contrary; that is, when the Loſer cannot make up 50, before the other wins the Game, he is to pay him double.

If they play for a Guinea a Game, he that is lurched loſes Two.

Of the POOL.

THE *Pool* is another way of playing *Picquet*, only invented for Society; it is in every Reſpect played the ſame Way with the

the other Game; but it is a Contrivance to bring in a Third. As for Example:

Three Perſons are to cut, he who cuts the higheſt Card, ſtands out the firſt Game, for it is held an Advantage to be out firſt. Then the others are to cut for Deal, as is before directed; if they play for Guineas, they are to lay down a Guinea a-piece, which makes 3 Guineas: Then he who loſes the firſt Game lays down a Guinea more, and goes out, and he who ſtood out before, ſits down. If the firſt Gameſter beats him alſo, he ſweeps the Board, which is called winning the *Pool*: And the Loſer muſt lay another Guinea to it.

But if he who won the firſt Game, loſes the ſecond, he pays his Guinea, and makes room for the other: Thus it goes round ſometimes, till the *Pool* amounts to a great Sum.

You muſt obſerve, the *Pool* is never won, till one Perſon gets two Games ſucceſſively.

Every Perſon that loſes a Game, lays down a Guinea to the *Pool*.

When any Perſon is lurched at this Play, he lays down one Guinea to the *Pool*, and pays another to him who lurched him.

This is all that can be ſaid upon *Picquet*; the Directions are ample enough to inſtruct any Perſon in the Game. As to the Art of Playing well, in order to win, which conſiſts chiefly in playing the Cards, I think it cannot be demonſtrated any way by Direction. It

is a Science which must be acquired by Practice, or by observing Those who are very expert in it.

The FRAUDS *of* PICQUET.

PICQUET is now become so common, that even the meanest People have been instructed, and let into all the Tricks, and Secrets of it, in order to render them compleat Sharpers. This *Game* is liable to great Imposition.

Brief-Cards may be used here for *Cutting*, as they are at *Whisk*. Of *These* there are two Sorts; *One* longer, than the rest. And the Advantage gained by them, is as the *Adversary* manages it, by *Cutting* the longer, or broader, as best serves his Purpose, or imposing upon the *Dealer* when it is his Turn, to *Cut* those which make most against them.

I shall next mention some Things relating to *Picquet*, which are equally applicable to all other *Games* at *Cards*, viz. *Marked Cards*.

It cannot be denied, that to know the *Aces*, *Kings*, *Queens*, and *Knaves*, is the principal Part of this *Game*; and all other *Games* at *Cards*, especially, since by this Means, any Card you desire may be secured at Pleasure.

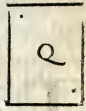
First

Firſt then, I ſhall ſhew how I have known *Cards* marked.

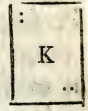
I. *Aces* with one Spot, at the oppoſite Corners, thus

II. *Kings* with two Spots, thus

III. *Queens* with one Spot, traverſed, thus



IV. *Knaves* with two Spots, thus



The next Difficulty will be to mark the *Cards* in ſuch a Manner, that *They* may not be diſcovered by your *Adverſary*, and at the ſame Time appear plain to *your Self*, which is to be thus effected.

Make a fine pointed Pen, and take ſome clear Spring-Water, and make your Dots upon the glazed Cards at the Corners according to the Directions above, and they will paſs if they are well done; you may Colour your Water with *Indian-Ink* to make the *Marks* more or leſs conſpicuous, as you will beſt judge by your Eye.

There

There are but 32 Cards made use of at *Picquet*, so that just half of them will be *known* to you; and in *Dealing* you may have an Opportunity to give your self those you *like* best; and if you cannot conveniently *change* the *Pack* according to your Desire, you will commonly *know* what you are to *take in*, which is a demonstrative Advantage to win any one's Money.

BASSET.

THIS is reckon'd one of the most polite Games on the Cards; and only fit for Persons of the First-Rank to play at; by reason of such great Losses, or Advantages, as may possibly fall on one Side or other.

It is, in its Manner, pretty much like *The Royal Oak Lottery*; and as *That*, by the *Lottery-Man*'s having 5 Chances, in the 32 Figures, must certainly strip all Adventurers in a long Run, so the *Dealer*, who keeps the *Bank*, at *BASSET*, having the sole Disposal of the *first* and *last* Card, and other considerable Privileges in *Dealing* the *Cards*, has (without doubt) a greater Prospect of gaining than those who play: This was a Truth so acknowledged in *France*, that the *King* made a public Edict, that the Privilege of a *Talliere*, or one who keeps the *Bank* at *Basset*, should only be allowed to Principal-

Cadets,

Cadets, or Noblemen's Sons, ſuppoſing, that whoever keept the *Bank*, muſt in a very ſhort Time acquire a conſiderable Eſtate.

But all other Perſons, for fear of ruining private Families, were, *There*, confined Politically to a Twelve-penny Bank, tho' *Here*, they have the Liberty of ſtaking what they pleaſe.

The TERMS *of* BASSET *explained.*

1. THE *Talliere*, is the *Bank-Keeper*; who lays down a Sum of Money before all that play, to anſwer every winning Card which ſhall appear in his courſe of Dealing.

2. The *Croupiere* is one who is Aſſiſtant to the *Talliere*, and ſtands by to ſuperviſe the loſing Cards; that when there are a conſiderable Company at Play he may not loſe by overſeeing any thing which might turn to his Profit.

3. The *Punter* is every *Gameſter*, who plays.

4. The *Faſſe*, is the firſt Card that is turned up by the *Talliere*, belonging to the whole Pack, by which he gains half the Value of the Money that is laid upon every Card of that Sort by the *Punters*.

5. The *Couch* is the firſt Stake that every *Punter* lays upon each Card, every one who plays having a Book of 13 Cards before him, upon

upon which he may lay his Money, more or leſs, according to his Fancy.

6. The *Paroli* is explained thus, whoever won the *Couch*, and having a Mind to go on to get a *Sept-et-le-va*, you crook the Corner of your Card, letting your Money lie, without being paid the Value of it by the *Talliere*.

7. The *Maſſe* is when thoſe who have won the *Couch*, and will venture more Money upon the *ſame* Card, who know, or ought to know, the great Advantages the *Talliere* has, and therefore ſhould be ſubtle enough to make the beſt of his own Game.

8. The *Pay* is when the *Punter* has won the *Couch*, and being fearful to make the *Paroli*, leaves off; for by going the *Pay*, if the Card turns up wrong, he loſes nothing, having won the *Couch* before; but if by this Adventure, Fortune favours him, he wins double the Money that he ſtaked.

9. The *Alpieu* is much the ſame as the *Paroli*, and, like that Term, is uſed when a *Couch* is won by turning up, or crooking the Corner of the winning Card.

10. *Sept-et-le-va* is the firſt great Chance that ſhews the Advantages of the Game, *viz.* If the *Punter* has won the *Couch*, and then makes a *Paroli* by crooking the Corner of his Card, as is ſaid before, and going on to a *ſecond* Chance, his winning Card turns up again,

it

it comes to a *Sept-et-le-va*, which is seven Times as much as he laid upon his Card.

11. *Quinze-et-le-va*, is attending the *Punter's* Humour, who perhaps is resolved to follow his Fancy, and still lay his Money upon the *same* Card, which is done by crooking the *third* Corner of his Card; which coming up by the Dealing of the *Talliere*, makes him win fifteen Times as much Money as he staked.

12. *Trent-et-le-va* is marked by the lucky *Punter*, by crooking or bending the End of the *fourth* Corner of his Card, which coming up, makes him win 33 Times as much Money as he staked.

13. *Soissant-et-le-va* is the highest Chance that can happen in the Game, for it pays 67 Times as much Money as is staked, and is seldom won but by some *Punter*, who resolves to push the Extream of his good Fortune to the Height: It cannot be won but by the *Talliere*'s dealing the Cards over again, which, if his winning Cards turn up, pays him with such a prodigious Advantage.

And, as it hath been often seen at the *Royal-Oak* Lottery, a Figure come up, that by some Guineas laid on it in full, by the winning 28 Times as much, has broke the *Oak*, so by the Courage and extraordinary Luck of a pushing *Punter* at this Game, some great Stake with *Soissant-et-le-va* may turn up, and by that Means break the Bank-Keeper.

But

But this very rarely happens; the *Talliere* like the *Lottery-Man*, being a great deal more likely to break the Gamesters than they Him.

The ORDER *of the* GAME.

THE Players sit round a Table, the *Talliere* in the midst of them with the Bank of Gold before him, and the *Punters* each having a Book of 13 Cards, laying down 1, 2, 3, or more, as they please, with Money upon them, as Stakes; then he takes the Pack all together in his Hand and turns them up, the bottom Card appearing, is called the *Fasse*, and pays him half the Value of the Stakes laid down by the *Punters* upon any Card, of *that* Sort.

The MANNER *of* PLAY.

AFTER the *Fasse* is turned up, and the *Talliere* and *Croupiere*, have looked round the Cards on the Table, and taken half the Advantage of the Money laid on them, he proceeds in his Deal, and the next Card appearing, whether the King, Queen, Ace, or whatever it be, wins for the *Punter*, who may receive, if he has laid Money on such a Sort of Card, the Value: or, making *Paroli*, go on to a *Sept-et-le-va*. The Card after

after that wins for the *Talliere*, who takes Money from each *Punter*'s Card of that Sort and brings it to his Bank.

The *Talliere*, if the winning Card be a King, and the next, appearing after it, be a Ten, *says* (ſhewing the Cards that appear to all the *Punters* round) *King wins, Ten loſes*; paying the Money to ſuch Cards as are of the winning Sort, and taking the Money to ſupply his Bank from thoſe who loſe; this done, he goes on with the Deal; as, *Ace* wins, *Five* loſes; *Knave* wins, *Seven* loſes; and ſo every other Card alternately *winning*, and *loſing*, till all the Pack be dealt but the laſt Card.

The *laſt* Card turned up is an Advantage to the *Talliere*, becauſe by the Rule of the Game, which was contriv'd for his Benefit, tho' it be turned up, and the *Punter* may happen to have ſtaked upon one of the *ſame* Sort, yet it is allowed as one of his Dues in relation to his Office, and he does not pay any Thing.

The bold *Punter*, who is lucky and adventurous, and can puſh on his *Couch* with a conſiderable Stake to *Sept-et-le-va*, *Quinze-et-le-va*, *Trent-et-le-va*, &c. muſt in a wonderful Manner multiply his *Couch*, or firſt Stake; but this is ſo ſeldom done, conſidering the Frequency of the *Punter*'s Loſſes in Compariſon to the Bank's Profit; that a Perſon

Perſon of the leaſt Diſcernment, may eaſ
perceive how very advantagious this Game
in Favour of the *Talliere*.

The Liberty that is uſed by our *Engl*
puſhing Adventurers at this Game, makes
of quite another Kind than it is in *Franc*
for they are compelled by the *King*'s Auth
rity, only to play at a Twelve penny Ban
where the Loſſes, or Gains, cannot bring D
ſolation in a Family: But our *Punters*
England have the Liberty to ſtake whatev
they pleaſe, from one Guinea, to 100
higher, upon a Card, as is often ſeen
Court. When, the *Couch* being *alpieu'd*,
paroli'd, to *Sept-et-le-va*, *Quinze-et-le-va*
Trent-et-le-va, &c. is extreamly to the *Pu*
ter's Profit, who by the Advantage of t
Multiplication muſt raiſe his *Couch*, or Stake
(if he be ſo couragious to make it valuabl
to a very extraordinary Sum: And if he b
ſo befriended by Fortune to bring it to *Soiſſan*
et-le-va, he is very likely to break the Bank
by gaining a Sum ſo bulky, that, it is pro
bable, the *Talliere* is not able to pay.

But this ſo rarely happens, that it is only
Decoy for the *Punter*, to urge him to ven
ture his Stake boldly: The *Talliere*'s certain
Advantage, for all this ſpecious Demonſtra
tion of the *Punter*'s Probability of winning,
being plainly obvious and unanſwerable, as
ſhall farther appear.

Suppoſe

Suppoſe *Ten*, or any other Card wins for the *Punter*, if another *Ten* comes up juſt after, in the winning Card's Place, it does not win for him, but for the Bank; but if it comes up three or four Cards after that, it wins for the *Punter*: If *Ace*, or any other Card wins at firſt, and afterwards comes up again in the next winning Card's Place, it does not *go*, but is ſaid to *retire*, till the next Opportunity, becauſe by the Rule of the Game it muſt *go* for the Bank before the *Punter*.

But then in Return of this, and artfully to gain the Eſteem of all the young Adventurers, who are apt to ſet their Money briſkly, if the Card happens to *come* in the next *loſing* Place, it does not *loſe*, becauſe it has not *gone* for the *Punter*, but alſo *retires* without paying the *Bank*, having won a *Couch*, which the *Talliere* ſaves, and ſhould have paid.

To conclude, this Game, like the *Royal-Oak* Lottery, is of ſo bewitching a Nature, by reaſon of ſeveral ſpecious Multiplications and Advantages, which, ſeemingly, it offers to the unwary *Punter*; that, a great many like it ſo well, they will play at *ſmall Game* rather than give out; and rather than not play at all, will punt at a Six-penny, Three-penny, nay a Two-penny Bank, ſo much the Hopes of winning the *Quinze-et-le-va*, and

and *Trent-et-le-va* intoxicates them; but the Judicious Player, whose Love of Gaming does not exceed his Understanding, will not engage at it, or if he does, will play so warily as not to be *drawn in*, by specious Advantages, since it is most certain that it cannot be upon the Square, and that the *Taliere* if he pays you 20 Guineas in one Night's Play, only gives you Opportunity, to lose an Hundred in another.

The FRAUDS *of* BASSET.

IN the Game of *Basset*, the *Cards* do not always *go*, as they do at *Faro*, which is called *Ne va pas*.

The Cards may be so played at *Basset*, as not to allow the *Punter* any Winning-Place throughout the Pack. If this be proved, then it may be justly said, that it is in the Power of the *Dealer* to let the *Punter* have as many Winning-Places as he thinks convenient, and no more.

The BASSET TABLE.

Faſſe —— ——	Knave	6 Loſes
Ne va pas ——	Knave	7 *Ne va pas*
Loſes —— ——	4	5 Loſes
Ne va pas ——	Knave	5 *Ne va pas*, and ſo on
Loſes —— ——	8	7 to the Bottom
Ne va pas ——	8	5
Loſes —— ——	Knave	6
Ne va pas, and ſo on throughout	8	6
	4	5
	4	6
	8	3
	4	3
	10	1
	10	3
	Queen	King
	10	King
	9	3
	9	King
	10	2
	9	2
	Queen	King
	Queen	2
	1	1
	Queen	1
	7	2
	7	9

This demonſtrated, the next Thing to be conſidered is, how theſe Cards muſt be placed to involve them into this or any other Form, which I take to be the Baſis, and, rightly underſtood, will produce vaſt Variety; for Example, Suppoſe now for Brevity's ſake, I take

take only 12 Cards, which is as ſufficient a Demonſtration, as if I made uſe of the whole Pack.

Cards laid thus *	*Upon drawing them through my Hand from Top to Bottom, they come in this Form*, viz.
* Knave	8
* 8	Knave
Knave	8
4	8
Knave	4
Knave	Knave
4	4
8	4
4	8
4	Knave
8	4
8	Knave

Now ſhuffle and part every Card over and under, and they are involved according to your Intentions.

* *

Knave, Knave, 4, Knave, 8, 8, Knave, 8, 4, 4, 8, 4

Inverted thus,

Knave
Knave
4
Knave
8
8, and ſo on, as in the Table.

This may be performed without a ſecond Operation, which, I hope, is a ſufficient Proof that Numbers may be changed into many Forms, and from as few or as many Cauſes as you think proper; but remember this, That it requires pliant Fingers as much as the Harpſicord, without which you will never perform

perform finely. From these and other preceding Rules that I have observed to you, I think really, without troubling you any farther, you may draw all Consequences to be wished or expected in a Pack of Cards.

You are to consider, that the Banker commonly Shuffles and Cuts at *Basset*; and in order to prove what I have often said, *viz.* That a Pack of Cards may be changed into any Form whatsoever, and that even by a School-boy when the Principles are set down, I will give the following Example.

Suppose *a*, *b*, *c*, *d*——*e*, *f*, *g*, *h* to be certain Cards best known to yourself, it cannot be thought a difficult Task to join *a* to *e*, *b* to *f*, *c* to *g*, and *d* to *h*, and farther to continue to 52 in the same Order.

This was allowed a fair Way to Shuffle, and from the Consequence of this Rule you may vary ten Thousand different Ways and more: I shall instance the Changes that are in 3 Figures only, to prove the Variety in a Pack of Cards, *viz.*

1	2	3	
3	2	1	
2	3	1	
2	1	3	
3	1	2	
1	3	2	*Six Changes.*

Now if these 8 Letters (which I suppose Cards) were drawn through your Hand from

Top to Bottom, as practiſed at *Faro*, then the Letters are changed to

a *h*
b *g*
c *f*
d *e*

This practiſed 3 or 4 Times, you will readily come acquainted with the Manner, and be capable of changing Numbers to come into their appointed Places; but I ſhall inſtantly open your Eyes, and deſtroy the Charm: Shuffle the Cards well, and take Care they are not changed upon you, then bid Defiance to the Dealer.

The Sums of Money loſt in *France*, at this Game, were ſo conſiderable, that the Princes of the Blood were in Danger of being undone; and after many Perſons of Diſtinction were ruined, the Court of *France* thought fit to forbid *Baſſet*. Then *Faro* was invented, and Both were ſoon uſhered into *England*, and after 3 or 4 Years play *here*, it impoveriſhed ſo many Families, that the *Parliament* have *Enacted* a Suppreſſion of theſe *Games* among us.

F A R O.

THO' BASSET and FARO have Both been forbidden in *France*, upon ſevere Penalties,

Penalties, yet theſe Games ſtill continue, in mighty Vogue in *England*, eſpecially *Faro*: The Reaſons are,

I. The Game is very eaſy to learn.

II. It appears to be very fair.

III. It is a very quiet Game.

But as it is the moſt dangerous Game for the Deſtruction of Families, that ever was invented: And having ſhewn the *Frauds* of BASSET, I thought it not improper to cloſe All, with a few *uſeful Obſervations* concerning the Game of FARO.

A Gentleman who was pleaſed, about 15 Years ago, to calculate the *Odds* at FARO, gave a very favourable Report of it to the Town; ſo every one took it upon Truſt, without farther Enquiry. I ſhall only ſay, it was lucky for the FARO-BANKERS, that the Game was ſo great a Stranger to us, at its firſt Arrival, as not to be, ſoon, perfectly underſtood.

I will not pretend to ſay what *they* are at this Day; but this I am well aſſured of, that every Pull (*i. e.* the Card drawn on each Side) makes the Odds vary throughout the Pack, as will be proved preſently: For as the Doublets are a conſiderable Branch of the Profits and Advantages of the Game for the *Bank*, and the coming of thoſe Doublets being ſo doubtful, that it may be ſaid the Calculation can only be made upon Suppoſition; I there-

fore now proceed to prove, that *Faro* may be played to more or leſs Advantage: Suppoſe a Perſon to put down 20 *s.* upon a Card, when only 8 are in, (as has been frequently ſeen) every one that plays, knows that the laſt Card is a Cypher, therefore you have 4 Places to loſe, and 3 only to win, the Odds againſt you is 4 to 3, a 7th Part of the Money given away, which is about 2 *s.* and 10 *d.* in 20 *s.* in 100 *l.* it is 14 *l.* 5 *s.* 8 *d.* half-penny *per Cent.* Likewiſe when ten Cards only are in, then it is 5 to 4 againſt you, a 9th Part of the Money, and ſo in Proportion throughout the Pack. I appeal now to common Senſe, whether the Game may not be play'd to more or leſs Advantage; tho' I have heard ſome Men confidently affirm, that the Game is the ſame, play it which Way you will; and their Ignorance has led them to offer to lay Wagers of it; for which Reaſon it has been believed, without farther Enquiry. I ſay, it was a very good Bait to catch Fiſh with. However, to proceed, the *Odds* from the Beginning of a Deal are almoſt inſenſibly ſtealing upon you every Pull, till from the firſt ſuppoſed 4 *per Cent.* it becomes, you ſee, 14 *l.* 5 *s.* 8 *d.* half penny; I hope a fair Demonſtration. It may be thought not unreaſonable to conſent to theſe *Odds* (if no other Advantages were made uſe of) on the Banker's Side, by Reaſon of the vaſt Expences that attend

attend a *Faro*-Bank, beſides the Attendance and Loſs of Time. I aſſure you, that thoſe Odds before mentioned have not been thought ſufficient, as I will leave to your own Judgment when the Charges are fairly ſtated, which will amount to the Sum hereafter charged.

However, without loſing much Time, I ſhall inſtance a remarkable Thing, that hath not been ſo ſtrictly obſerved, as to alter the Cuſtom of taking the *Premier*, when 2 Cards are put down, and a *Premier* put before them.

Suppoſe a *King* and *Queen* a Guinea each, and a Guinea the *Premier*. After which, ſome *Pulls* paſs, at laſt up comes the *King* on the Right Hand for the *Banker*, and the *Queen* on the Left for the *Punter*; the *Dealer* takes the *Premier*, as his Right, without ever bluſhing; which is a very great Injuſtice in this Game; for he ought to take nothing, ſince he might as well take it out of your Pocket.

Obſerve, that the *firſt* Card, being pulled or drawn, is not valid till the *ſecond* appears; therefore the 2 Cards may, in one Senſe, be ſaid to be but *one* Pull; for they are ſo much *one*, and have ſuch Dependance on each other, that if the *ſecond* Card is never pulled, the firſt is uſeleſs. So when theſe Accidents happen, as they frequently do, you neither win nor loſe. On the contrary, if the *King* comes, and the *Queen* does not follow the

ſame Pull, the Dealer then has a Right to the *Premier*, but not otherwiſe.

But the general Part of Mankind have ſuffered themſelves to be impoſed on, without ever conſidering the Inequality of ſuch a Stake. 'Tis a plain Demonſtration, that they did not know what they were doing; if they had, they would not have complied with it.

This Advantage taken by our *Engliſh Bankers* was never allowed in *Spain* nor *Portugal*, where I preſume the Game is as well underſtood as in *England*. I well remember an Accident which happened to a Foreigner, (who ſpoke a Language the Company did not underſtand) which cauſed as great a Confuſion as ever I ſaw; and this only about a *Crown-piece*. At length the Stranger made Signs to prove and ſhew them that he had loſt nothing. In the Interim comes in a Gentleman who underſtood the Foreigner, and appeaſed the Matter for the preſent; and it was mutually agreed, that the *Crown* ſhould be left in Poſſeſſion of the *Bank*, till it could be determined by Men of Judgment. Accordingly the next Day it was given in favour of the Foreigner, that it was unprecedented abroad: The *Crown* was returned, and the Affair amicably ended. Notwithſtanding this, the *Faro-Bankers* have believed they might be more free with their own Countrymen than Foreigners, and there-

fore

fore have continued their first Custom to this Day.

The Expences of a FARO-BANK in all its Particulars, of *Servants*, *House-Rent*, a *Groupe*, *Puffs*, and other incidental Charges of *Candles*, *Wine*, *Arrack-Punch*, *Suppers*, and *Safe-Guard Money*, &c. have, in *Covent-Garden*, amounted to above 1000 *l. per Annum.*

As *Faro*, is the Daughter of *Basset*, the *Fair-Chance* (or *Card-Table*) is the Daughter of *Faro*. All alike notorious FRAUDS, there being not any Persons, except the Professors themselves, who can be said to be let into the *Secret-Springs* of these GAMES.

The Royal Game of CHESS.

I Should *first* inform my Pupil, that this *Game* requires Conduct and Attention, and even good Reasoning; so that I believe it is a just Remark, *A* FOOL *never played* IT *well.*

II. It has *one Thing* peculiar to *it*, which is, that the Incidents and Turns are so many, and so various, that it will be found both delightful and entertaining, even where People play for nothing; which can hardly be said of any other Game.

III. The Theatre upon which this Game is acted, is a chequer'd Board, half Black,

and half White, painted like a *Draught-Board*, which may ſerve for this Uſe upon Occaſion.

IV. The Game is performed by Two little Armies drawn up, in Order of Battle, oppoſite to each other; each Army is commanded by a *King*, and ſeveral *great Officers*, tho' when you come to examine them cloſe, This *King* is no more than a Piece of *Stick*, or *Ivory*, as are *all* under his Command.

V. The *Officers* (including the *King*) conſiſt of 8 principal Perſons, who are ſized according to their Dignity, and have their particular Titles and Qualities.

VI. The common Sort conſiſts of 8 *Pioneers*, one ſtands before every *Officer*; theſe are called *Pawns*, and are but low of Stature.

VII. The *King* is the firſt, and whenever he is Loſt, the Battle is at an End.

VIII. The *Queen* is next in Degree, who bears her Royal Huſband Company in the War; ſhe does not only animate him with her beautiful Aſpect, but likewiſe defend him when in Danger, and attack his Enemies.

IX. The 2 Rooks are next in Degree to the Queen.

X. The 2 *Knights* are next to them, who do great Service generally in the Beginning of an Action, and are very furious for ſome Time; but towards the End they are not ſo ſerviceable.

XI. There

XI. There are 2 *Biſhops* likewiſe (for the Army muſt not be without *Chaplains*) which are of moſt Service towards the End of an Action: Perhaps the Reader may think it is to aſſiſt the dying Men, but we ſhall give him to underſtand preſently, that they have ſomething elſe to do.

XII. Theſe in *French* are called *les Fous*, that is, *the Fools*; but who it was that firſt *Gallicized* that Word for *Biſhops* I cannot tell.

XIII. The next are the *Pawns*; who, tho' they are no other than common Soldiers, yet when they are well commanded, they ſometimes perform great Actions.

XIV. The Method of Drawing up this little Army, is as follows: The Eight principal Figures are to be placed in the loweſt Rank of the Board, next to the Gameſter, in this manner; Firſt, the *King* upon the fourth Spot from the Corner, which is White; his *Queen* is to be placed upon the Black Spot on his Right-Hand; the 2 *Biſhops* are to ſtand one next the *King*, the other next the *Queen*; the *Knights* upon the Sides of the *Biſhops*; and the two *Rooks*, one in each Corner. The *Pawns* are placed juſt in the Rank before them, to ſerve as their Rampart: Thus the Poor are only made Uſe of to defend the Great.

XV. The other Army muſt be drawn up on the oppoſite End of the Board in the ſame

manner; and leſt they ſhould not be diſtinguiſhed when they come to be mixed, one Army is always cloathed in *Black*, the other in *White*.

XVI. The *King* is very grave and ſolemn in his Pace, ſo that it may be ſaid, he moves with a great deal of Majeſty; his March is ſlow, and he only moves from one Chequer to another; forward in a Line, or ſideways in a Line, or backward in Line.

XVII. If he meets with any Scout of the Enemy's in his way, he may take him Priſoner, and place himſelf where he ſtood; and when it is his Turn to move again, he may go backwards, ſideways, or retire.

XVIII. You muſt obſerve, that the Gameſters muſt move by Turns, as they do at *Draughts*.

XIX. Some maintain, that the *King* may, at his firſt Motion, go over three Chequers at once, either forwards or ſideways, or take an indirect Jump, as the *Knight* does, which ſhall be explained hereafter; but the Game is ſcarce ever played ſo, for theſe quick Motions do not ſeem conſiſtent with the Statelineſs of a King. The moſt he can do, as it is now played, is to paſs over one Chequer the firſt Motion; but after that, he can only move from Chequer to Chequer, in the Manner before deſcribed.

XX. The

XX. The *Queen*, according to the Lightneſs of her Sex, may paſs from one End of the Board to the other at one Movement, either in a Line forward, or in a Line ſideways, provided the Paſſage be clear; and if any of the Enemy ſtand in her way, ſhe may take him Priſoner, and ſtand in his Place. By this you may ſee the *Queen* is her Royal Conſort's beſt Defence, and is generally moſt forward to attack the Enemy.

XXI. The *Biſhop* has a Motion hard to be deſcribed upon Paper; it is neither directly forward, nor altogether ſideways, but betwixt both; it is an oblique Movement, he may either move from Chequer to Chequer, or run along a whole Row, according as he ſees his Advantage to ſnap an Enemy.

XXII. One *Biſhop* ſtands upon a black Chequer, and the other upon a white; he who ſtands upon the black, moves upon a black Row, and never touches the white; he that ſtands upon white, never touches black.

XXIII. The *Knight* has but one way of moving, which is a very odd one; for he jumps from black to white, and from white to black: In this Motion he jumps over 1 Chequer, not directly forward, but moves in the Form of a Demicircle; and if one of the Enemy ſhould ſtand next to him he can (to ſhew his Agility) jump over his Head.

XXIV. An *Officer*, or a *Pawn* of the Enemy's, may ſtand next to a *Knight* or a *Biſhop*, without Danger; for theſe being confined to One way of moving, can hurt nothing but what lies directly in That way.

XXV. The *Knight* (as is before obſerved) is of great Uſe in the Beginning of the Battle; for very often he makes a Paſſage thro' the Enemy's Army, and forces his way up to the *King*, whom he attacks, and to whom he gives *Cheque-Mate*; but at the latter End of an Action, he has not the ſame Opportunities of exerciſing his Valour: Therefore the beſt Play is to employ him at firſt.

XXVI. Giving the *King Cheque-Mate*, is putting him in Danger; for it muſt be obſerved, that whenever the King's Perſon is in Danger of being taken by the Enemy, out of Reſpect to *Royal Majeſty*, notice muſt be given him by ſaying *Cheque*, that ſo he may either retire, or cover himſelf with ſome of his Men; for when he is taken, his Army is loſt, and there is an End of the Game.

XXVII. If thoſe who put the Enemy's King into this Danger, ſhould omit ſaying *Cheque*, they cannot take him.

XXVIII. The Motion of the *Rooks* is in a direct Line every way; they can neither croſs the Chequers, as the *Biſhops* do, nor hop like the *Knights*: They may either move from Chequer to Chequer, or elſe as far as the Paſ-

ſage is clear. If any of the Enemy ſtands in their way, to interrupt their March, they may take him Priſoner, and ſtand in his Place, as all the others muſt when they take a Priſoner, till the next Movement. They are placed one at one Corner, and the other at another Corner of the loweſt Row, in the ſame Rank with other Commanders. Thus they defend the Flanks of the Army, and guard the Quarters of the King and his Officers; but they are ſeldom put upon Action till after ſeveral Skirmiſhes and Repulſes: They generally do more Service than any, except the *Queen*.

XXIX. The 8 *Pawns* are placed in the Rank before the Commanders, one before each Officer. At their firſt Movement they may, if it be thought neceſſary, paſs over two Cheques, reckoning That they come from, for one; after that, they can only move from Chequer to Chequer in a direct Line forwards: But if one of the Enemy ſhould ſtand next to one of 'em in an oblique manner, they may take him. And if with the Hazard of his Life, any of them ſhould make his way up to the firſt Rank of the Enemy, he is immediately preferred, and made an Officer; and the *King* may prefer him to the Poſt of any Officer he has loſt. If the *Queen* herſelf had been taken Priſoner, ſhe muſt be exchanged for this *Pawn*.

XXX. As

XXX. As to the Method of playing your Men at *Chess*, it is impossible to give any Directions; for That depends upon Fancy, or a Man's particular Design at Play: And the Occurrences that happen, by the various Disposition of the Enemy, will often force you to change your Measures.

XXXI. The great Error of those who are not very perfect in this Game, is, That they are apt to play too Open at the Beginning of the Game, as if they apprehended no Danger while the Enemy's Army is at a Distance: But they should remember, that The *Queen*, a *Bishop*, and a *Rook*, can take a Prisoner from one End of the Board to the other, if he lies uncovered.

XXXII. After some Movements, you will find it impossible to proceed without exposing your Men or Officers; therefore your good Players will give up an Inferior Officer, to take a Superior one, from the Enemy. For Example, you should play your *Knight* just in the Jaws of a *Rook*, provided you had placed another Officer in Ambuscade to surprize him.

XXXIII. The best Players always endeavour to get behind the Enemy, in order to attack the *King*, and give *Cheque-Mate*; that so by this Means they may either Take him, or Block him up, and so win the Game.

XXXIV. There

XXXIV. There are *two* Ways of Chequering the *King*: The *First* is, a *Simple Chequer*, when the *King* can either retire out of Danger, or cover himself with an inferior Man, or take that Man who Cheques him.

XXXV. The *Second* is, when the *King* is so Besieged and Over-powered, that he can neither move, nor defend himself, nor cover himself with another: This is called *Cheque-Mate*; in which Case, the Game is lost.

This is all that can be said, towards teaching the *Game* of *Chess*; and you may perceive, it requires Reason and good Conduct. It is a just Remark, That whoever is a good *Chess-Player*, cannot but make a good *General* of an *Army*, wherein there is room for an infinite Number of fine Stratagems and Turns. It is very different from most other Games, which are tiresome and fatiguing, unless the Lucre of what you play for draws your Attention. But this *Game* is an Entertainment for Men of Sense, who without running the Hazzard of those unhappy Events, which sometimes attend *High-Play*, may find an agreeable Amusement, without Charge or Danger.

Captain *Joseph Bertin* having, in the Year 1735, given such *Rules* and *Instructions* for the noble Game of *CHESS*, as will perfect Those who are somewhat skilled therein; we

shall

ſhall extract them faithfully for the Benefit of our Pupils. It is to be obſerved,

I. That the pawns of the king, biſhop, and queen, muſt move before the knights; for were they to move laſt, the game would be crouded by uſeleſs removes.

II. Play not your queen till the game is well opened, that you may not loſe any moves, but appear in a good ſituation.

III. For the ſame reaſon, avoid giving uſeleſs checks.

IV. Upon being well poſted either for attack, or defence, let not any opportunity of taking your adverſary's men tempt you, for this may divert you from gaining the main deſign.

V. Do not caſtle, but when very neceſſary, becauſe the move is often loſt by it.

VI. Never attack, or defend the king, without a ſufficient force; and take care of ambuſhes and traps.

VII. Never croud your game by too many men in one place.

VIII. Conſider well before you play, what harm your adverſary is able to do you, that you may oppoſe his deſigns.

IX. To free your game, take off ſome of your adverſary's men, if poſſible for nothing; tho' to ſucceed in your deſign, you muſt often give away ſome of your own, as occaſion ſerves.

X. He

X. He who plays firſt, is underſtood to have the attack. When the game is opened, you muſt endeavour to defend in your turn; for the defence, if well played, is ſtill the beſt againſt the gambets, in which you change all your pieces, except the gambet that gives 3 pawns, which will be neceſſary to keep a rook, to conduct your pawns to the queen.

XI. A good player ought to foreſee the concealed move, from 3 to 5 and 7 moves. The concealed move is a piece that does not play for a long time, but lies ſnug, in hopes of getting an advantage.

XII. At the beginning of a game, you may play any pawn 2 moves, without danger.

XIII. The Gambet is, when he that firſt gives the pawn of the king's biſhop, in the 2d move for nothing, the other keeps it, or takes another for it, if he is obliged to loſe it.

XIV. The cloſe-game is, when he that plays firſt gives no men, unleſs to make good advantage; but in giving a pawn firſt, he loſes his advantage.

XV. He who caſtles firſt, the other muſt advance his 3 pawns, on the ſide of his adverſary's king, and back them with ſome pieces, in order to force him that way, provided his own king, or pieces, are not in danger in other places.

XVI. When your Game is opened, to gain the attack, you muſt preſent your pieces to change;

change; and if your adverſary who has the attack, refuſes to change, he loſes a good ſituation: and either in exchanging, or retiring, the defence gets the move. *Ex. gr.*

XVII. In the beginning of a game, to ſhew the neceſſity of playing the pawns before the pieces, if there were but 2 pawns on each ſide, on the board, *viz.* the pawns of the rooks, the firſt that ſhould play would ſoon win the game, by taking the other's pieces by check; and that ſituation may come in leſs number of pieces.

XVIII. To play well the latter end of a game, you muſt calculate who has the move, on which the game always depends.

XIX. To learn well and faſt, you muſt be reſolute to guard the gambet pawn, or any other advantage againſt the attack; and when you have the leaſt advantage, you muſt change all, man for man. A draw-game ſhews both players to be good.

The obſervance of theſe Rules will be of great uſe in the practiſing of the game, and will prevent your making any uſeleſs moves; but rules for overſights are not to be given.

The GAMBET *shews the reaſon why He who plays firſt, gives the* 3 Pawns *and the* King's *Biſhop.*

GAME I.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes the white pawn.
W the king's knight in the king's biſhop's 3d ſquare.
B the king's biſhop in his king's 2d ſquare.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's biſhop gives a check in the white king's rook's 4th ſquare.
W the king's knight's pawn covers.
B the pawn takes it.
W the king caſtles.
B the pawn takes the white pawn, and gives a check.
W the king moves in his rook's place.
B the queen's pawn, 1 move.
W the king's biſhop takes the biſhop's pawn of the black king's biſhop, and gives a check.
B the king takes the white biſhop.
W the knight gives a check in the black king's 4th ſquare.

B the king moves in his place.
W the queen gives a check in the black king's rook's 4th ſquare.
B the king's knight's pawn covers.
W the king's knight takes it.
B the king's rook's pawn takes that knight.
W the queen takes that pawn, and gives a check.
B the king moves in his 2d ſquare.
W the queen gives a check, and mate in the black king's biſhop's 2d place.

The GAMBET's *defence, who gives* 3 *Pawns and a Biſhop.* GAME II.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes that white pawn.
W the king's knight in his king's biſhop's 3d ſquare.
B the king's biſhop in his king's 2d ſquare.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's biſhop gives a check in the white king's rook's 4th ſquare.
W the king's knight's pawn covers.
B the pawn takes it.
W the king caſtles.
B the pawn takes the white pawn, and gives a check.

W

W the king moves in his rook's place.
B the queen's pawn, 1 move.
W the king's biſhop takes the black king's biſhop's pawn, and gives a check.
B the king takes it.
W the king's knight gives a check in the black king's 4th ſquare.
B the king in his place.
W the queen gives a check in the black king's rook's 4th ſquare.
B the king's knight's pawn covers it.
W the king's knight takes that pawn.
B the rook's pawn takes the knight.
W the queen takes the black king's rook.
B the king in his queen's 2d ſquare.
W the king's rook gives a check in the black king's biſhop's 2d ſquare.
B the king in the queen's biſhop's 3d ſquare.
W the rook in the black king's knight's 2d ſquare.
B the queen in her king's knight's 4th ſquare.

And the black will win.

Defence of the 3 *Pawns* GAMBET *at the* 14*th move.* GAME III.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.

W

W the king's knight in his king's biſhop's 3d ſquare.
B the king's biſhop in his king's 2d ſquare.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's biſhop gives a check in the white king's rook's 4th ſquare.
W the king's knight's pawn covers.
B the pawn takes it.
W the king caſtles.
B the pawn takes the white pawn, and gives a check.
W the king in his rook's place.
B the king's biſhop in his 3d ſquare.
W the king's pawn, 1 move.
B the queen's pawn, 2 moves.
W the king's pawn takes the black biſhop.
B the king's knight takes the white pawn.
W the king's biſhop in the queen's knight's 3d ſquare.
B the king caſtles.
W the queen's pawn, 2 moves.
B the king's rook's pawn, 1 move. And the players may finiſh the game.

If the 3 pawns Gambet gives you check with his king's biſhop, you muſt take it, and keep your own to the 14th move, to prevent his deſigns, in which you ought to oppoſe him every move.

Opening

Opening for the 3 Pawns GAMBET, *this defence begins at the 14th move.* GAME IV.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in his king's biſhop's 3d ſquare.
B the king's biſhop in his king's 2d ſquare.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's biſhop gives a check in the white king's rook's 4th ſquare.
W the king's knight's pawn covers.
B the pawn takes it.
W the king caſtles.
B the pawn takes the white pawn, and gives a check.
W the king in his rook's place.
B the king's biſhop in his 3d ſquare.
W the queen's pawn, 2 moves.
B the queen's pawn, 1 move.
W the queen's knight in her biſhop's 3d ſquare.
B the queen's biſhop in his king's 3d ſquare.
W the king's biſhop in his queen's 3d ſquare.
B the queen's knight in his queen's 2d ſquare.
W the queen's biſhop in his king's biſhop's 4th ſquare.

B the queen's biſhop in the white king's knight's 4th ſquare.
W the queen's knight in his king's 2d ſquare.
B the queen's biſhop takes the white knight, and gives a check.
W the rook retakes it.
B the biſhop in his king's knight's 4th ſquare.
W the queen's biſhop takes the pawn near his king.
B the king's knight in his king's 2d ſquare.
W the queen's biſhop's pawn, 2 moves.
B the king's knight in his 3d ſquare. And the Players may finiſh the Game.

A 2d opening for the 3 Pawns GAMBET, *this defence begins at the 14th move.* GAME V.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in his king's biſhop's 3d ſquare.
B the king's biſhop in his king's 2d ſquare.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's biſhop gives a check in the white king's rook's 4th ſquare.
W the king's knight's pawn covers.
B the pawn takes it.
W the king caſtles.

B the pawn takes the white pawn, and gives a check.
W the king in his rook's place.
B the king's biſhop in his 3d ſquare.
W the queen's pawn, 2 moves.
B the queen's pawn, 1 move.
W the queen's biſhop in his king's biſhop's 4th ſquare.
B the queen's biſhop in his king's 3d ſquare.
W the queen's knight in her rook's 3d ſquare.
B the queen's biſhop takes the white king's biſhop.
W the queen's knight takes the black queen's biſhop.
B the queen's knight in his queen's 2d ſquare.
W the queen's biſhop's pawn, 1 move.
B the king's knight's pawn, 2 moves.
W the queen's biſhop takes the black pawn near his king.
B the king's knight's pawn, 1 move.
W the king's knight in his queen's 2d ſquare.
B the king's rook's pawn, 2 moves.
W the queen in her knight's 3d ſquare.
B the queen's knight in his 3d ſquare.
W the queen's rook's pawn, 2 moves.
B the queen's pawn, 1 move.
W the queen's knight in his king's 3d ſquare.
B the biſhop in his king's knight's 4th ſquare.
W the queen's rook in his king's place.
B the king's knight in his king's 2d ſquare.

W the queen's rook's pawn, 1 move.
B the queen's knight in the white queen's biſhop's 4th ſquare.
W the queen's knight takes it.
B the pawn takes that knight.
W the queen takes that black pawn.
B the king caſtles.
W the biſhop takes the black queen's biſhop's pawn.
B the queen in her 2d ſquare.
W the biſhop in his king's rook's 2d ſquare.
B the queen at her biſhop's 3d ſquare.
W the queen in her 3d ſquare.
B the king's knight in his 3d ſquare.
W the queen's pawn, 1 move.
B the queen in her 2d ſquare.
W the king's pawn, 1 move.
B the knight in the white king's rook's 4th ſquare.
W the queen's biſhop's pawn, 1 move.
B the knight in the white king's biſhop's 3d ſquare. And the players may finiſh the game.

A 3d Opening for the 3 Pawns GAMBET *begins at the 14th move.* GAME VI.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.

W

W the king's knight in his king's biſhop's 3d ſquare.
B the king's biſhop in his king's 2d ſquare.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's biſhop gives a check in the white king's rook's 4th ſquare.
W the king's knight's pawn covers.
B the pawn takes it.
W the king caſtles.
B the pawn takes the white pawn, and gives a check.
W the king in his rook's place.
B the king's biſhop in his 3d ſquare.
W the queen's pawn, 2 moves.
B the queen's pawn, 1 move.
W the queen's biſhop in his king's biſhop's 4th ſquare.
B the queen's biſhop in his king's 3d ſquare.
W the queen's knight in her rook's 3d ſquare.
B the king's rook's pawn, 1 move.
W the queen's biſhop's pawn, 1 move.
B the queen's biſhop takes the white king's biſhop.
W the queen's knight takes the black queen's biſhop.
B the queen's knight in his queen's 2d ſquare.
W the queen in her knight's 3d ſquare.
B the king's knight in his king's 2d ſquare.
W the king's pawn, 1 move.
B the queen's pawn takes it.

W the queen's pawn takes the black pawn.
B the bishop in his king's knight's 4th square.
W the queen's bishop takes the pawn at his king's rook's 2d square.
B the king castles.
W the queen's rook in his queen's place.
B the queen in her bishop's place.
W the king's knight takes the black bishop.
B the king's rook's pawn takes the white knight.
W the knight in his king's 3d square.
B the queen's knight in her bishop's 4th square.
W the queen in her bishop's 2d square.
B the queen in the white king's rook's 3d square.
W the queen in her king's second square.
B the queen's knight in his king's 3d square.
W the king's rook in his king's bishop's 3d square.
B the queen in her king's rook's 2d square.
W the queen in her king's knight's 2d square.
B the queen in the white king's 4th square.
W the queen's rook in her king's knight's place.
B the king's knight in his 3d square.
W the knight in the black king's bishop's 4th square.
B the double pawn, 1 move.
W the queen takes it.

B the queen takes the white queen. And the players may finish the game.

A 4th Opening for the 3 Pawns GAMBET. GAME VII.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.
W the king's bishop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in the 3d square of his king's bishop.
B the king's bishop in his king's 2d square.
W the king's bishop in his queen's bishop's 4th square.
B the king's bishop gives a check in the white king's rook's 4th square.
W the king's knight's pawn covers.
B the pawn takes it.
W the king castles.
B the pawn takes the white pawn, and gives a check.
W the king in his rook's place.
B the king's bishop in his 3d square.
W the queen's pawn, 2 moves.
B the queen's pawn, 1 move.
W the queen's bishop in his king's bishop's 4th square.
B the queen's bishop in his king's 3d square.
W the queen's knight in her rook's 3d square.
B the queen's pawn, 1 move.

W the king's pawn takes that pawn.
B the queen's biſhop takes that white pawn.
W the king's biſhop takes the black queen's biſhop.
B the queen takes the white king's biſhop.
W the queen's biſhop's pawn, 2 moves.
B the queen in her 2d ſquare.
W the queen in her knight's 3d ſquare.
B the queen's biſhop's pawn, 1 move.
W the queen's rook gives a check.
B the king's knight covers.
W the queen's biſhop in the black king's 4th ſquare.
B the king caſtles.
W the biſhop takes the black biſhop.
B the pawn takes the white biſhop.
W the queen in her king's 3d ſquare.
B the king's knight in his 3d ſquare.
W the queen's knight in her biſhop's 2d ſquare.
B the queen's knight in her rook's 3d ſquare.
W the queen's rook's pawn, 2 moves.
B the queen's rook in his king's place.
W the queen in the black king's rook's 3d ſquare.
B the queen's rook takes a white rook.
W the king's knight takes that black rook.
B the queen in the white king's knight's 4th ſquare.

W

W the queen takes the black pawn near her king.
B the king in his knight's 2d ſquare.
W the queen's knight in his king's 3d ſquare.
B the queen gives a check in the white king's 4th ſquare.
W the rook covers.
B the rook in his king's place. And the players may finiſh the game.

One Pawn's GAMBET, *which gives a Knight and his Queen, to give a Check, and mate with his Queen's Biſhop.* GAME VIII.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in his biſhop's 3d ſquare.
B the king's knight's pawn, 2 moves.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's rook's pawn, 1 move.
W the king's rook's pawn, 2 moves.
B the king's biſhop in his knight's 2d ſquare.
W the king's rook's pawn takes the black pawn.
B the king's rook's pawn takes the white pawn.

W the king's rook takes the black king's rook.
B the king's biſhop takes the white rook.
W the king's knight in the black king's 4th ſquare.
B the queen's pawn takes the white king's knight.
W the queen in the 4th ſquare of the black king's rook.
B the queen in her king's biſhop's 3d ſquare.
W the queen's pawn takes the black pawn.
B the queen in her king's knight's 2d ſquare.
W the queen's double pawn, 1 move.
B the king's knight in his rook's 3d ſquare.
W the queen's pawn takes the black pawn, and gives a check.
B the king in his biſhop's place.
W the queen's biſhop takes the black pawn, in his king's biſhop's 4th ſquare.
B the queen's biſhop in the white king's knight's 4th ſquare, upon the white queen.
W the queen's biſhop takes the black queen's biſhop's pawn.
B the queen's biſhop takes the white queen.
W the queen's biſhop gives a check, and mates at the black queen's 3d ſquare.

Defence

Defence of the same GAMBET, *which gives a Knight and his Queen, to give a Check, and mate.* GAME IX.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.
W the king's bishop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in his bishop's 3d square.
B the king's knight's pawn, 2 moves.
W the king's bishop in his queen's bishop's 4th square.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's rook's pawn, 1 move.
W the king's rook's pawn, 2 moves.
B the king's bishop in his knight's 2d square.
W the king's rook's pawn takes the black pawn.
B the king's rook's pawn takes the white pawn.
W the king's rook takes the black king's rook.
B the king's bishop takes the white rook.
W the king's knight in the black king's 4th square.
B the queen's pawn takes the white king's knight.
W the queen in the black king's rook's 4th square.
B the queen in her king's bishop's 3d square.

W the queen's pawn takes the black pawn.
B the queen in her king's knight's 2d ſquare.
W the queen's double pawn, 1 move.
B the king's knight in his king's 2d ſquare.
W the double pawn takes the black pawn, and gives a check.
B the king in his biſhop's place.
W the queen's biſhop in his queen's 2d ſquare.
B the queen's knight in his queen's 2d ſquare.
W the queen's biſhop in his 3d ſquare.
B the queen's knight in his king's 4th ſquare.
W the queen's knight in his queen's 2d ſquare.
B the queen's biſhop in the white king's knight's 4th ſquare, upon the white queen.
W the queen in her king's rook's 2d ſquare.
B the rook in his queen's place.
W the king's biſhop in his queen's knight's 3d ſquare.
B the queen's biſhop's pawn, 2 moves.
W the queen's knight in his queen's biſhop's 4th ſquare.
B the king's knight in his 3d ſquare.
W the king in his biſhop's 2d ſquare.
B the rook in the white queen's place.
W the rook takes the black rook.
B the queen's biſhop takes the white rook.
W the queen in her king's rook's place.

B the queen's bishop in the white king's knight's 4th square.
W the knight in the black queen's 3d square.
B the king's knight in the white king's rook's 4th square.
W the knight in the black king's place.
B the queen in her king's rook's 2d square.
W the knight in the black queen's 3d square.
B the queen's knight's pawn, 1 move.
W the queen in her king's place.
B the king's knight takes the white king's knight's pawn.
W the king takes the black knight.
B the the queen gives a check in the white king's rook's 3d square.
W the king in his bishop's 2d square.
B the queen gives a check in the white king's rook's 2d square.
W the king in his bishop's place.
B the queen's bishop gives a check, and mate in the white king's rook's 3d square.

Another GAMBET *for the same Defence.*

GAME X.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.
W the king's bishop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in his bishop's 3d square.

B the king's knight's pawn, 2 moves.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's rook's pawn, 1 move.
W the king's rook's pawn, 2 moves.
B the king's biſhop in his knight's 2d ſquare.
W the king's rook's pawn takes the black pawn.
B the king's rook's pawn takes the white pawn.
W the king's rook takes the black king's rook.
B the king's biſhop takes the white rook.
W the king's knight in the black king's 4th ſquare.
B the queen's pawn takes the white king's knight.
W the queen in the black king's rook's 4th ſquare.
B the queen in her king's biſhop's 3d ſquare.
W the queen's pawn takes the black pawn.
B the queen in her king's knight's 2d ſquare.
W the queen's double pawn, 1 move.
B the king's knight in his biſhop's 3d ſquare.
W the queen's pawn takes the black pawn, and gives a check.
B the king in his biſhop's place.

W the queen in her king's biſhop's 3d ſquare.
B the queen's knight in her biſhop's 3d ſquare.
W the queen in her rook's 3d ſquare, and gives a check.
B the queen's knight covers at his king's 2d ſquare.
W the queen's biſhop in his queen's 2d ſquare.
B the knight takes the pawn in the white king's 4th ſquare.
W the queen's biſhop in his queen's knight's 4th ſquare.
B the queen in her king's 4th ſquare.
W the king in his biſhop's place.
B the queen's biſhop's pawn, 2 moves.
W the queen's biſhop in his king's place.
B the queen's biſhop in his king's 3d ſquare.
W the king's biſhop in his queen's 3d ſquare.
B the king takes the white pawn.
W the queen's knight in her biſhop's 3d ſquare.
B the knight gives a check in the white king's knight's 3d ſquare.
W the queen's biſhop takes that black knight.
B the pawn takes the white queen's biſhop.
W the knight in his king's 4th ſquare.
B the queen's rook in his king's biſhop's place.
W the queen's rook in his king's place.
B the king in his knight's place. And the players may finiſh the game.

A GAMBET, *which varies in* 5 *Games.*
GAME XI.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen gives a check in the white king's rook's 4th ſquare.
W the king moves in his biſhop's place.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's knight's pawn, 2 moves.
W the king's knight in his biſhop's 3d ſquare.
B the queen in her king's rook's 4th ſquare.
W the queen's knight in his biſhop's 3d ſquare.
B the king's knight in his king's 2d ſquare.
W the king's rook's pawn, 2 moves.
B the king's rook's pawn, 1 move.
W the king in his knight's place.
B the king's knight's pawn, 1 move.
W the king's knight in his king's place.
B the double pawn moves in the white king's biſhop's 3d ſquare.
W the king's knight's pawn takes it.
B the king's knight's pawn takes the white pawn.

W

W the king's knight takes the black pawn.
B the queen's biſhop in the white king's knight's 4th ſquare.
W the king's biſhop in his king's 2d ſquare.
B the queen's rook's pawn, 1 move. And the players may finiſh the game.

Second Opening for the ſame GAMBET.

GAME XII.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen gives a check in the white king's rook's 4th ſquare.
W the king moves in his biſhop's place.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's knight's pawn, 2 moves.
W the king's knight in his biſhop's 3d ſquare.
B the queen in her king's rook's 4th ſquare.
W the queen's knight's pawn, 1 move.
B the king's biſhop in his king's knight's 2d ſquare.
W the queen's biſhop in his knight's 2d ſquare.
B the king's rook's pawn, 1 move. And the players may finiſh the game.

Third

Third Opening for the same GAMBET.
GAME XIII.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.
B the king's pawn takes it.
W the king's bishop in his queen's bishop's 4th square.
B the queen gives a check in the white king's rook's 4th square.
W the king moves in his bishop's place.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's knight's pawn, 2 moves.
W the queen's knight in her bishop's 3d square.
B the king's bishop in his knight's 2d square.
W the queen's knight in the black queen's 4th square.
B the king in his queen's place.
W the king's knight in his bishop's 3d square.
B the queen in her king's rook's 4th square.
And the players may finish the game.

Fourth

Fourth Opening for the same GAMBET.
GAME XIV.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.
W the king's bishop's pawn, 2 moves.
B the king's pawn takes it.
W the king's bishop in his queen's bishop's 4th square.
B the queen gives a check in the white king's rook's 4th square.
W the king moves in his bishop's place.
B the queen's pawn, 1 move.
W the queen's pawn, two moves.
B the king's knight's pawn, 2 moves.
W the queen in her king's bishop's 3d square.
B the queen's knight in her bishop's 3d square.
W the king's knight's pawn, 1 move.
B the queen in her king's rook's 3d square.
W the king's knight's pawn takes the black pawn.
B the queen's knight takes the white queen's pawn.
W the queen in her 3d square.
B the queen in her king's bishop's 3d square.
W the king's bishop's pawn, 1 move.
B the queen's knight in her bishop's 3d square.
W the queen's knight in her bishop's 3d square.

B the queen's knight in her king's 4th ſquare.
And the players may finiſh the game.

Fifth Opening for the ſame GAMBET.
GAME XV.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen gives a check in the white king's rook's 4th ſquare.
W the king moves in his biſhop's place.
B the queen's pawn, 1 move.
W the queen's pawn, two moves.
B the king's knight's pawn, 2 moves.
W the queen in her king's biſhop's 3d ſquare.
B the queen's biſhop in the white king's knight's 4th ſquare.
W the queen in her knight's 3d ſquare.
And the players may finiſh the game.

Another Opening of another GAMBET.
GAME XVI.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.

W

W the king's knight in his king's biſhop's 3d ſquare.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's knight's pawn, 2 moves.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's rook's pawn, 1 move.
W the king's rook's pawn, 2 moves.
B the king's biſhop in his king's knight's 2d ſquare. And the players may finiſh the game.

Second Opening for the ſame GAMBET.

GAME XVII.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in his biſhop's 3d ſquare.
B the queen's knight in her biſhop's 3d ſquare.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen's pawn, 1 move.
W the king's biſhop in the black queen's knight's 4th ſquare.
B the queen's biſhop in his queen's 2d ſquare.
W the queen's pawn, 2 moves.

B the king's knight's pawn, 2 moves.
W the king's rook's pawn, 2 moves.
B the king's knight's pawn, 1 move.
W the king's knight in the black king's knight's 4th ſquare.
B the king's rook's pawn, 1 move. And the players may finiſh the game.

Third Opening of the ſame GAMBET. GAME XVIII.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop's pawn, 2 moves.
B the king's pawn takes it.
W the king's knight in his king's biſhop's 3d ſquare.
B the queen's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's knight's pawn, 2 moves.
W the king's rook's pawn, 2 moves.
B the king's biſhop in his king's 2d ſquare.
W the king's rook's pawn takes the black pawn.
B the king's biſhop takes the white pawn.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen's knight in her biſhop's 3d ſquare.
W the queen's knight in her biſhop's 3d ſquare.
B the queen's biſhop in the white king's knight's 4th ſquare.

W

W the queen's knight in the black queen's 4th ſquare.
B the king's knight in his biſhop's 3d ſquare.
W the queen's knight takes the black pawn in his king's biſhop's 4th ſquare.
B the king's knight takes the white king's pawn.
W the queen in her king's 2d ſquare.
B the king in his queen's 2d ſquare.
And the players may finiſh the game.

The Queen's GAMBET, *which gives a Pawn, with a deſign to catch her adverſary's Queen's Rook; and it varies in 2 or 3 ways in the ſame view.* GAME XIX.

WHITE, the queen's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the queen's biſhop's pawn, 2 moves.
B the queen's pawn takes it.
W the king's pawn, 2 moves.
B the queen's knight's pawn, 2 moves.
W the queen's biſhop in his king's biſhop's 4th ſquare.
B the king's pawn, 1 move.
W the queen's knight in her biſhop's 3d ſquare.
B the queen's rook's pawn, 1 move.
W the queen's rook's pawn, 2 moves.
B the queen's knight's pawn, 1 move.
W the queen's knight in his place.
B the queen's knight in her biſhop's 3d ſquare.

W the king's knight in his biſhop's 3d ſquare.
B the queen's knight in her rook's 4th ſquare.
W the queen's knight in his queen's 2d ſquare.
B the queen's biſhop in her knight's 2d ſquare.
W the king's biſhop in his king's 2d ſquare.
B the king's knight in his biſhop's 3d ſquare.
W the king's pawn, 1 move.
B the king's knight in his queen's 4th ſquare.
W the queen's biſhop in the king's knight's 3d ſquare.
B the double pawn in the white queen's biſhop's 3d ſquare. And the players may finiſh the game.

Opening that gives no Pawns at the 2d move. i. e. Cloſe Game. GAME XX.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's biſhop in his queen's biſhop's 4th ſquare.
W the queen's biſhop's pawn, 1 move.
B the queen's biſhop's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's pawn takes the white pawn.
W the queen's biſhop's pawn takes the black pawn.

B the king's biſhop moves in his queen's knight's 3d ſquare.
W the queen's knight in her biſhop's 3d ſquare.
B the king's knight in his king's 2d ſquare.
W the queen's biſhop in the black king's knight's 4th ſquare.
B the king's biſhop's pawn, 1 move.
W the queen's biſhop in his king's rook's 4th ſquare.
B the queen's pawn, 2 moves.
W the king's pawn takes it.
B the queen's biſhop's pawn takes the white pawn.
W the king's biſhop in his queen's knight's 3d ſquare.
B the king caſtles.
W the king's knight in his king's 2d ſquare.
B the queen's knight in her biſhop's 3d ſquare.
W the king caſtles.
B the queen's biſhop in her king's 3d ſquare.
W the king's biſhop's pawn, 2 moves.
B the king's knight in his biſhop's 4th ſquare.
W the queen's biſhop in his king's biſhop's 2d ſquare.
B the king's rook's pawn, 1 move. And the players may finiſh the game.

Second

CLOSE-GAME. GAME XXI.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the queen's biſhop's pawn, 1 move.
B the queen's biſhop's pawn, 2 moves.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen's pawn, 1 move.
W the king's knight in his king's 2d ſquare.
B the queen's biſhop in her king's 3d ſquare.
W the king's biſhop takes it.
B the king's biſhop's pawn takes the white biſhop.
W the queen in her knight's 3d ſquare.
B the queen in her ſecond ſquare.
W the king's biſhop's pawn, 2 moves.
B the queen's knight in her biſhop's 3d ſquare.
W the king caſtles.
B the king's knight in his biſhop's 3d ſquare.
W the queen's pawn, 1 move.
B the king's biſhop in his king's 2d ſquare.
W the queen's biſhop in her king's 3d ſquare.
B the king caſtles in his queen's biſhop's place. And the players may finiſh the game.

Opening

Opening for the CLOSE-GAME. XXII.

WHITE, the king's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the king's knight's pawn, 1 move.
W the queen's pawn, 1 move.
B the king's biſhop in his knight's 2d ſquare.
W the queen's knight in her biſhop's 3d ſquare.
B the queen's pawn, 1 move.
W the king's knight in his king's 2d ſquare.
B the queen's biſhop's pawn, 1 move.
W the queen's biſhop in her king's 3d ſquare.
B the queen's biſhop in her king's 3d ſquare.
W the king's biſhop in his queen's knight's 3d ſquare.
B the king's knight in his biſhop's 3d ſquare.
W the king caſtles.
B the king caſtles.
W the king's biſhop's pawn, 2 moves.
B the queen's biſhop takes the white king's biſhop.
W the queen's rook's pawn takes the black biſhop.
B the queen's knight in her rook's 3d ſquare. And the players may finiſh the game.

Another Close-Game, XXIII. *that give no Pawn at the 2d move.*

BLACK, the king's pawn, 2 moves.
WHITE, the same, 2 moves.
B the king's bishop in his queen's bishop's 4th square.
W the queen's bishop's pawn, 1 move.
B the queen's bishop's pawn, 1 move.
W the queen's pawn, 2 moves.
B the king's pawn takes that pawn.
W the queen's bishop's pawn takes it.
B the king's bishop in his queen's knight's 3d square.
W the king's bishop's pawn, 2 moves.
B the king's knight in his king's 2d square.
W the queen's knight in her bishop's 3d square.
B the queen's pawn, 2 moves.
W the king's pawn, 1 move.
B the king castles.
W the king's knight in his bishop's 3d square.
B the queen's bishop in the white king's knight's 4th square.
W the king's bishop in his king's 2d square.
B the king's bishop's pawn, 2 moves.
W the king castles.
B the queen's knight in his queen's 2d square.
W the queen's bishop in her king's 3d square.

B the queen's biſhop's pawn, 1 move.
W the queen's pawn takes it.
B the queen's knight takes the white pawn in her biſhop's 4th ſquare.
W the queen's knight takes the black queen's pawn.
B the queen takes the white queen's knight.
W the queen takes the black queen.
B the king's knight takes the white queen.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen's rook in his queen's place.
W the queen's rook in his queen's place.
And the players may finiſh the game.

CLOSE-GAME. GAME XXIV.

BLACK, the king's pawn, 2 moves.
WHITE, the ſame, 2 moves.
B the queen's biſhop's pawn, 1 move.
W the king's biſhop in his queen's biſhop's 4th ſquare.
B the queen's pawn, 2 moves.
W the king's pawn takes it.
B the queen's biſhop's pawn takes the white pawn.
W the king's biſhop in his queen's knight's 3d ſquare.
B the queen's knight in her biſhop's 3d ſquare.
W the queen's pawn, 1 move.

B the queen's biſhop in her king's 3d ſquare.
W the king's knight in his biſhop's 3d ſquare.
B the king's biſhop in his queen's 3d ſquare.
W the king caſtles.
B the king's rook's pawn, 2 moves.
W the queen's knight in her biſhop's 3d ſquare.
B the king's biſhop in his queen's biſhop's 2d ſquare.
W the queen's rook's pawn, 2 moves.
B the king's knight in his biſhop's 3d ſquare.
W the queen's knight in his king's 2d ſquare.
B the king's knight in the white king's knight's 4th ſquare.
W the king's rook's pawn, 1 move.
B the queen in her king's 2d ſquare.
W the king's rook's pawn takes the black knight.
B the king's rook's pawn takes the white pawn.
W the king's knight in his king's place.
B the queen in the white king's rook's 4th ſquare. And the white loſes by uſeleſs moves.

CLOSE-GAME. XXV.

WHITE, the queen's pawn, 2 moves.
BLACK, the ſame, 2 moves.
W the king's pawn, 1 move.
B the queen's biſhop in his king's biſhop's 4th ſquare.

W

W the queen's biſhop's pawn, 2 moves.
B the king's pawn, 1 move.
W the queen's rook's pawn, 1 move.
B the queen's biſhop takes the white queen's knight.
W the queen's rook takes the black queen's biſhop.
B the queen's biſhop's pawn, 1 move.
W the king's knight in his biſhop's 3d ſquare.
B the king's knight in his biſhop's 3d ſquare.
W the king's biſhop in his king's 2d ſquare.
B the queen's knight in her 2d ſquare.
W the queen's knight's pawn, 2 moves.
B the queen's pawn takes the white pawn.
W the king's biſhop takes the black pawn.
B the king's biſhop in his queen's 3d ſquare.
W the queen's knight's pawn, 1 move.
B the king caſtles.
W the king caſtles.
B the king's rook's pawn, 1 move.
W the rook in his king's place.
B the queen's knight in his 3d ſquare.
W the king's biſhop in his queen's 3d ſquare.
B the queen's biſhop's pawn takes the white pawn.
W the queen's rook takes the black pawn.
B the king's knight in his queen's 4th ſquare.
W the queen's rook in her knight's 3d ſquare.
B the queen in her biſhop's 2d ſquare.
W the king's pawn, 1 move.

B the king's knight in the white queen's biſhop's 3d ſquare.
W the queen in her biſhop's 2d ſquare.
B the king's knight in the white queen's rook's 4th ſquare.
W the queen in her 2d ſquare.
B the knight in his queen's 2d ſquare.
W the king's pawn, 1 move.
B the biſhop in his king's 2d ſquare.
W the king's biſhop in the queen's knight's place.
B the king's rook in his queen's biſhop's place.
W the queen in her 3d ſquare.
B the king's knight in his biſhop's place.
W the queen's biſhop in his king's 3d ſquare.
B the king's knight in his queen's knight's 3d ſquare.
W the king's rook's pawn, 1 move.
B the queen in the white queen's biſhop's 4th ſquare. And the players may finiſh the game.

CLOSE-GAME. XXVI.

BLACK, the king's pawn, 2 moves.
WHITE, the king's pawn, 1 move.
B the queen's pawn, 2 moves.
W the ſame, 2 moves.
B the king's pawn, 1 move.
W the queen's biſhop's pawn, 2 moves.

B the queen's biſhop's pawn, 1 move.
W the queen's knight in her biſhop's 3d ſquare.
B the queen's biſhop in his king's 3d ſquare.
W the queen's biſhop's pawn, 1 move.
B the king's knight's pawn, 1 move.
W the king's knight in his king's 2d ſquare.
B the king's biſhop in his king's rook's 3d ſquare.
W the king's knight's pawn, 1 move.
B the king's knight in his biſhop's 3d ſquare.
W the king's biſhop in his knight's 2d ſquare.
B the queen's knight in her rook's 3d ſquare.
W the queen's rook's pawn, 1 move.
B the king caſtles.
W the king's rook's pawn, 2 moves.
B the king's knight in the white king's knight's 4th ſquare.
W the king's knight in his biſhop's 4th ſquare.
B the king's biſhop takes the white knight.
W the king's pawn takes the black king's biſhop.
B the king's rook's pawn, 2 moves.
W the queen's biſhop in her king's 3d ſquare. And the players may finiſh the game.

SITUATION *of a concealed move, in which the White wins by the moves, tho' inferior as to the number of Pieces.* GAME XXVII.

WHITE, the king in his biſhop's place;
a biſhop in his queen's place.
the queen's knight in his 3d ſquare.
the other knight in his queen's rook's 4th ſquare.
a rook in the black queen's rook's 3d ſquare.
the queen in the black king's 3d ſquare.
a pawn in the king's knight's 2d ſquare.
a pawn in the king's rook's 3d ſquare.
a pawn in the king's biſhop's 4th ſquare.
a pawn in the white queen's 4th ſquare.
a pawn in the black king's 4th ſquare.

Situation of the Black for the ſame.

Black, the king's in his queen's place.
a rook in his king's place.
a rook in his queen's biſhop's place.
a knight in his king's biſhop's 2d ſquare.
a biſhop in the queen's rook's place.
a biſhop in the queen's biſhop's 2d ſquare.
a pawn in the king's 2d ſquare.
a pawn in the queen's 3d ſquare.
a pawn in the king's biſhop's 4th ſquare.
a pawn in the white king's rook's 4th ſquare.
a pawn in the white king's knight's 3d ſquare.

Black,

Black, the queen in the white king's 3d ſquare.
And the white muſt play the firſt.

White, the queen gives a check in the black queen's 2d ſquare.
Black, the king takes the queen.
W a knight gives a check in the black queen's biſhop's 4th ſquare.
B the king in his queen's place.
W the ſame knight gives a check in the black king's 3d ſquare.
B the king in his queen's 2d ſquare.
W the other knight gives a check in the black queen's biſhop's 4th ſquare.
B the queen's pawn takes the knight.
W the biſhop gives a check in his queen's rook's 4th ſquare.
B the white biſhop covers.
W the biſhop takes it, and gives a check.
B the king takes the white knight.
W the queen's pawn gives a check, and mate.

And it would be the ſame, if the black pawn takes the knight that gives the firſt check.

Another SITUATION *of the latter end of a Game.* XXVIII.

WHITE, the king in the black king's biſhop's place.

White, the queen's rook in his queen's place.
the king's rook in his king's bishop's place.
the king's knight in his king's bishop's 3d square.
the king's pawn in his king's 4th square.

Black, the king in his 3d square.
the king's pawn in his king's 4th square.
the queen in the white queen's rook's 4th square.
the queen's rook in his queen's knight's 2d square.
the queen's knight in her bishop's 3d square.
the king's knight in his king's rook's 3d square.
the king's rook in his king's knight's 3d square.
the queen's rook's pawn in his rook's square.
the queen's knight's pawn in his queen's knight's 3d square.

And the white must play in three moves, will give a check, and mate to the black king.

White, the king's knight gives a check in the white king's knight's 4th square.
Black, the rook takes the white knight.
W the king's rook gives a check in the black king's bishop's 3d square.

B the king takes the white rook.
W the queen's rook gives a check, and mate in the black queen's 3d ſquare.

SITUATION *of the latter end of another Game,* XXIX.

BLACK, the king in his queen's place.
the queen's rook in his place.
the king's rook in his queen's biſhop's 4th ſquare.

White, the king in the black queen's 3d ſquare.
the king's rook in his 3d ſquare.
The black to play.

Black, the king's rook in his 4th ſquare.
W the rook takes the black king's rook.
B the queen's rook gives a check in his 3d ſquare.
W the king in the black king's 4th ſquare.
B the queen's rook gives a check in his 4th ſquare. And wins the game in taking the white rook.

SITUATION *of a concealed move, and the Knight gives mate.* GAME XXX.

WHITE, the king in his knight's place.
the queen in the black queen's rook's place.
the queen's rook in his place.
the king's rook in his king's place.
a knight in his queen's 2d ſquare.
the king's rook's pawn in his place.
the king's knight's pawn in his place.
the queen's knight's pawn in his place.

Black, the king in his knight's place.
the queen in her king's 2d ſquare.
a knight in the white king's knight's 4th ſquare.
the king's biſhop in his place.
the king's rook's pawn in his place.
the king's knight's pawn in his place.
the queen's knight's pawn in his 3d ſquare.
The black to play.

Black, the queen gives a check in her biſhop's 4th ſquare.
W the king in his rook's place.
B the knight gives a check.
W the king in his knight's place.
B the knight gives a check in the white king's rook's 3d ſquare.

And

And the check is double by the queen.
White, the king in his rook's place.
Black, the queen gives a check in the white king's knight's place.
W the rook takes the black queen.
B the knight gives a check, and mate in the white king's bishop's 2d square.

SITUATION *to give a check, and mate with a Knight and a Bishop, in which the Bishop must be of the same colour as the corner of the Chequer, to carry the King alone in it.*

GAME XXXI.

WHITE, the king in his rook's place.
Black, king in the white king's bishop's 3d square.
the knight in the white king's rook's 3d square.
the bishop in the white king's knight's 3d square.
And the black to play.

Black, the knight gives a check in the white king's bishop's 2d square.
White, the king in his knight's place.
B the bishop in the white king's bishop's 4th square.
W the king in his bishop's place.

B the biſhop in the white king's rook's 2d ſquare.
W the king in his place.
B the knight in the white king's 4th ſquare.
W the king in his biſhop's place.
B the knight gives a check in the white queen's 2d ſquare.
W the king in his place.
B the king in the white king's 3d ſquare.
W the king in his queen's place.
B the king in the white queen's 3d ſquare.
W the king in his place.
B the biſhop gives a check.
W the king in his queen's place.
B the biſhop in the white king's biſhop's 2d ſquare.
W the king in his queen's biſhop's place.
B the knight in the white queen's biſhop's 4th ſquare.
W the king in his queen's place.
B the knight gives a check in the white queen's knight's 2d ſquare.
W the king in his biſhop's place.
B the king in the white biſhop's 3d ſquare.
W the king in the knight's place.
B the king in the white knight's 3d ſquare.
W the king in the biſhop's place.
B the biſhop gives a check in the white king's 3d ſquare.
W the king in the knight's place.
B the biſhop in the white queen's 2d ſquare.

W

W the king in his queen's rook's place.
B the knight in the biſhop's 4th ſquare.
W the king in his knight's place.
B the knight gives a check in the rook's 3d ſquare.
W the king in the rook's place.
B the biſhop gives a check, and mate.

This game varies according to the Situation of the king alone.

GAME *of* 3 *Pawns againſt* 3 *Pawns, in which he who plays firſt muſt win by force.*

GAME XXXII.

SITUATION, *viz.*

BLACK, the king in his place.
a pawn in the queen's rook's 2d ſquare.
a pawn in the queen's knight's 2d ſquare.
a pawn in the queen's biſhop's 2d ſquare.

White, the king in his queen's place.
a pawn in his king's rook's 2d ſquare.
a pawn in his king's knight's 2d ſquare.
a pawn in his king's biſhop's 2d ſquare.

Black, the rook's pawn, 2 moves.
White, the ſame, 2 moves.
B the king in his biſhop's 2d ſquare.

W

W the rook's pawn, 1 move.
B the king in his knight's 2d ſquare.
W the knight's pawn, 2 moves.
B the king in his rook's 3d ſquare.
W the biſhop's pawn, 2 moves.
B the rook's pawn, 1 move.
W the king in his queen's biſhop's 2d ſquare.
B the knight's pawn, 2 moves.
W the king in the queen's knight's 2d ſquare.
B the knight's pawn, 1 move.
W the king in the rook's 2d ſquare.
B the rook's pawn, 1 move.
W the biſhop's pawn, 1 move.
B the king in his knight's 4th ſquare.
W the king in his queen's knight's 3d ſquare.
B the biſhop's pawn, 2 moves.
W the king in the rook's 2d ſquare.
B the biſhop's pawn, 1 move.
W the king in the knight's place.
B the biſhop's pawn, 1 move.
W the king in the biſhop's place.
B the rook's pawn, 1 move.
W the king in the biſhop's 2d ſquare.
B the rook's pawn makes a queen, *&c.*

SITUATION *for the drawing* GAME *of the ſame above.* XXXIII.

BLACK, the queen's rook's pawn in the white queen's rook's 3d ſquare.
a pawn in the white queen's knight's 4th ſquare.
a pawn in his queen's biſhop's 2d ſquare.
and the king in his knight's 3d ſquare.

White, a pawn in the black king's rook's 3d ſquare.
a pawn in the black king's knight's 4th ſquare.
a pawn in his king's biſhop's 2d ſquare.
and the king in his queen's knight's 3d ſquare.

And thoſe that ſhall play firſt, their biſhop's pawn will loſe the game.

And he that played the firſt, if his king is obliged to fall back, he muſt do it in the rook's move; becauſe if he does it as the biſhop, he will loſe the game. This game may be played in two or three ways.

SITUATION

SITUATION *of the Game named* PATT. XXXIV.

WHITE, the king in the black queen's knight's place.
the queen in her king's biſhop's place.
a rook in the black queen's knight's 4th ſquare.
the king's knight in his 3d ſquare.
the king's rook's pawn in his place.

Black, the king in the white king's rook's 4th ſquare.
the queen in her king's knight's 2d ſquare.
a pawn in the white king's rook's 3d ſquare.
a pawn in the white king's knight's 4th ſquare.

The black to play.

Black, the queen gives a check in her biſhop's 2d ſquare.
White, the king in the black queen's rook's place.
B the queen gives a check in her rook's 2d ſquare.
W the king takes the black queen.

And the white loſes the game, the black king being Patt; and a rook often makes a drawing game.

A Game

A Game won by the PATT, *if the contrary King will hinder the Pawn to go to a Queen.* XXXV.

SITUATION.

WHITE, the king in his biſhop's 4th ſquare.
Black, the king in the white king's rook's 4th ſquare.
the king's rook's pawn in his place.
And the black to play.

Black, the pawn, 2 moves.
White, the king in his biſhop's 3d ſquare.
B the king in the white king's rook's 3d ſquare.
W the king in his biſhop's 2d ſquare.
B the king in the white rook's 2d ſquare.
W the king in his biſhop's 3d ſquare.
B the pawn, 1 move.
W the king in his biſhop's 2d ſquare.
B the king in the white rook's place.
W the king in his biſhop's place.
B the pawn, 1 move.
W the king in his biſhop's 2d ſquare.
B the pawn, 1 move.
W the king where he pleaſes, and the white loſes.

The end of a Game, where the Pawn has but 1 *move to go to a Queen.* XXXVI.

SITUATION.

BLACK, the king in the white king's rook's place.
a pawn in the white king's biſhop's 2d ſquare.

White, the king in the black king's 4th ſquare.
the queen in her 2d ſquare.
And the white to play.

White, the king in his biſhop's 4th ſquare.
Black, the pawn goes to a queen, and gives a check.
W the king in his knight's 3d ſquare.
B the queen gives a check in the white king's knight's place.
W the king in his rook's 3d ſquare.
B the queen gives a check in the white king's 3d ſquare.

And if the white queen takes the black queen, it loſes the game by the Patt.

Another

Another Game in the ſame SITUATION.

XXXVII.

WHITE to play, the king in his biſhop's 4th ſquare.
BLACK, the king in the white knight's place.
W the king in his knight's 3d ſquare.
B the pawn makes a knight, and gives a check both to king and queen.

For the ſame game. If the black king lies in the white knight's place, the white will win the game.

White, the king in his biſhop's 4th ſquare.
Black, the pawn makes a queen, and gives a check.
W the king in his knight's 3d ſquare.
And the black loſes.

Another Game, in which a Knight gives a check and mate in few moves by force. XXXVIII.

SITUATION.

BLACK, the king's knight's pawn in his place.
the king's rook's pawn in the white king's rook's 3d ſquare.

the

Black, the king in the white king's rook's 2d ſquare.

White, the king in his biſhop's 2d ſquare.
a knight in the black king's knight's place.
And the black is to play.

Black, the knight's pawn, 2 moves.
W the knight in the black king's biſhop's 3d ſquare.
B the king in the white rook's place.
W the knight in his king's knight's 4th ſquare.
B the rook's pawn, 1 move.
W the knight in his king's 3d ſquare.
B the knight's pawn, 1 move.
W the knight in his king's biſhop's place.
B the knight's pawn gives a check.
W the knight takes that pawn, and gives a check, and mate.

SITUATION *of a concealed move.*

WHITE, the king in his knight's place.
the king's rook in his place.
the queen in the 3d ſquare of the black queen's biſhop.
a biſhop in the 4th ſquare of the black queen's knight.
a knight in the black king's knight's 3d ſquare.
a knight in his king's biſhop's 2d ſquare.
a pawn

White, a pawn in the black queen's rook's ſquare.
a pawn in the white queen's biſhop's 4th ſquare.
a pawn in his king's knight's 3d ſquare.
the king's rook's pawn in his place.

Black, the king in his queen's biſhop's place.
the queen in her king's knight's 4th ſquare.
a rook in the white king's 2d ſquare.
a knight in the white king's knight's 4th ſquare.
the queen's biſhop's pawn in his place.
the queen's knight's pawn, 1 move.
the king's biſhop's pawn, 2 moves.
the king's pawn in the white king's 4th ſquare.

The black to play.

Black, the rook gives check.
White, the king in his knight's 2d ſquare.
B the knight gives check in the white king's 3d ſquare.
W the king in his rook's 3d ſquare.
B the queen gives check in her king's rook's 4th ſquare.
W the knight covers.
B the queen gives check in the white king's knight's 4th ſquare.
W the knight takes the black queen.

B the pawn takes the white knight, and gives mate.

SITUATION *of the* 2d *concealed move.*

WHITE, the king in his knight's place.
the queen in her rook's 4th ſquare.
a rook in his king's place.
a rook in his queen's 2d ſquare.
a knight in the black queen's 4th ſquare.
a biſhop in his king's biſhop's 4th ſquare.
a pawn in the black queen's biſhop's 4th ſquare.
the king's biſhop's pawn in his place.
the king's knight's pawn, 1 move.

Black, the king in his queen's knight's place.
the queen in the white king's rook's 3d ſquare.
a rook in the queen's biſhop's place.
the king's rook in his 2d ſquare.
the king's knight in his 2d ſquare.
the queen's knight in her biſhop's 2d ſquare.
a biſhop in the white king's biſhop's 3d ſquare.
a pawn in the white king's 4th ſquare.
the queen's rook's pawn in his place.
the queen's knight's pawn in his place.
And the white to play.

White,

White, the biſhop takes the black knight and giveth check.

Black, the queen's rook takes the ſaid knight.

W the queen takes the black queen's rook's pawn, and gives check.

B the king takes the white queen.

W the rook that ſtands in his king's place gives check.

B the king in his queen's knight's place.

W the ſame rook gives check in the black queen's rook's place.

B the king takes it.

W the knight gives check in the black queen's knight's 3d ſquare.

B the king in his queen's knight's place.

W the rook gives check in the black queen's place.

B the king in his queen's rook's 2d ſquare.

W the rook gives mate in the black queen's rook's place.

To find out expeditiouſly the Situation of theſe ſort of games, you muſt put both kings in their places, and change them where it is neceſſary, after the white and black men are poſted.

THE CITY GAMESTER.

PART II.

WHIST,*

(*Vulgarly called* WHISK.)

THIS is a very ancient Game among us; and is said to be the Foundation of all the *English* Games upon the Cards.

Very few Persons play correctly at it; though there are many Pretenders, who are the easiest to be made, and generally are made, the greatest Bubbles.

Considerable Sums of Money are played away at this Game; which has put Sharpers upon Inventions to deceive and cheat unwary Players, as will be shewed in the Sequel.

* The Original Denomination of this *Game*, is *Whist*: Or, The *Silent* Game at Cards.

Formerly

Formerly it was usual to deal 4 Cards together; but it is demonstrable there is no Safety in that Method; but now the Cards are dealt round 1 and 1 at a Time, as the secureſt and beſt Way.

In playing your Cards you muſt have Recourſe altogether to your own Judgment; and tho' you have but mean Cards in your Hand, yet you may (by obſerving the Courſe of the Cards) play them ſo ſuitable to thoſe in your Partner's Hand, that he may either trump them, or play the beſt of that Suit on the Board.

You ought to have a ſtrict Eye on what Cards are played out, that you may know by that Means either what to play, if you lead, or how to trump ſecurely and advantagiouſly. Renouncing, or not following Suit when you have it in your Hand, is very foul Play; and he that doth it, ought to forfeit 1, or the Game upon a Game, and he that loſeth Dealing, loſeth 1, or a Trick, as you make it.

At *Ruff* and *Honours*, by ſome called *Slam*, you have in the Pack all the Duces, and the Reaſon is, becauſe 4 Perſons playing, having dealt 12 a-piece, there are 4 left for the Stock, the uppermoſt whereof is turned up, and that is Trumps. He who hath the Ace of Trumps *Ruffs*, that is, he takes in thoſe 4 Cards, and lays out 4; the 4 Honours are the Ace, King, Queen, and Knave; he who hath 3 Ho-

nours in his Hand, his Partner not having the *fourth*, ſets up 8 by Cards, that is, 2 Tricks; if he hath all 4, then 16, that is, 4 Tricks. It is all one, if the two Partners make them 3, or 4 between them, as if one had them. If the Honours are equally divided among the Gameſters of each Side, then they ſay Honours are ſplit. If either Side are at 8 Groats, he hath the Benefit of calling, *Can ye?* If he hath 2 Honours in his Hand, and if the other anſwers 1, the Game is up, which is 10 in all; but if he hath more than 2 he ſhews them, which is the ſame Thing; but if he forgets to *call*, after playing a Trick, he loſeth the Advantage of calling for that Deal.

All Cards are of Value as they are ſuperior one to another, as a 10 wins a 9, if not Trumps; ſo a Queen a Knave, in like Manner; but the leaſt Trump will win the higheſt Card of any other Card: Where, note, the Ace is the higheſt.

Some play at two-handed, or three-handed *Whiſt*. If three-handed, always two ſtrive to ſuppreſs and keep down the riſing Man. They deal to each 12 a-piece, and the Trump is the bottom Card. The Manner of crafty playing, the Number of the Game 10, Honours and Dignity of other Cards are all alike; and he that wins moſt Tricks is moſt forward to win the Set.

He

He that can by Craft overlook his Adverſary's Game, hath a great Advantage; for by that Means he may partly know what to play ſecurely; or if he can have ſome petty Glimpſe of his Partner's Hand. There is a Way by making ſome Sign by the Fingers, to diſcover to their Partners what Honours they have, or by the Wink of one Eye, it ſignifies 1 Honour, ſhutting both Eyes 2; placing 3 Fingers, or 4 on the Table, 3 or 4 Honours. For which Reaſons all nice Gameſters play behind Curtains.

Dealing the Cards out by 1 and 1 round, to each Perſon, is the beſt Method of putting it out of the Dealer's Power to impoſe on you. But we ſhall demonſtrate, that, deal the Cards which way you will, a Confederacy of two Sharpers will beat any two Perſons in the World, tho' ever ſo good Players, that are not of the Gang, or in the Secret; and *Three* Poll *One* is as ſafe and ſecure, as if the Money was in their Pockets. All which will appear preſently. The firſt neceſſary Inſtructions to be obſerved at *Whiſk*, as Principals of the Secret, which may be likewiſe transferred to moſt other Games at Cards, are

Brief Cards,
Corner-bend,
Middle-bend, (or *Kingſton-Bridge*.)

Of *Brief Cards* there are two Sorts: One is a Card longer than the reſt; the other, is a Card broader than the reſt.

The long Sort are ſuch as 3, 4, 5, 6, 7, 8 and 9; the broad Sort are ſuch as Aces, Kings, Queens, and Knaves. The Uſe and Advantage of each are as follows.

EXAMPLE.

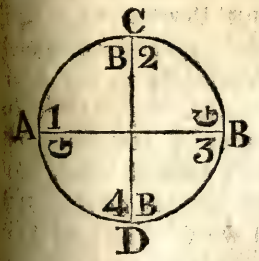
When you cut the Cards to your Adverſary, cut them long, or, end-ways, and he will have a 3, 4, 5, 6, 7, 8 or 9 at Bottom. When your Adverſary cuts the Cards to you, put them broad-ſide to him, and he will naturally cut (without ever ſuſpecting what you do) Ace, King, Queen or Knave, *&c.* which is ſufficient Advantage to ſecure any Game. It is a fine Manner, eſpecially in the old Bett, that the Dealer does not ſcore 2 that Deal, ſince ſhuffling is of no Signification here. And in caſe you cannot get Cards of proper Sizes ready made to mix with others, you may ſhave them with a Razor or Penknife from the Threes to the Nines each Side, and from the Aces to the Knaves each End; then put them up in the ſame Caſe or Cover, and if they are done as they ought to be, they will paſs upon any Body. As *Whisk* is a Tavern Game, the Sharpers generally take Care to put about the Bottle before the Game begins,

begins, so quick, that a Bubble cannot be said to see clearly, even when he first begins to play.

The next is the *Corner-bend*, which is 4 Cards turned down finely at one Corner, a Signal to cut by.

The other is vulgarly called *Kingston-Bridge*, or the *Middle-Bend*: It is done by bending your own or Adversary's Tricks two different Ways, which will cause an Opening or Arch, in the Middle, which is of the same Use and Service as the other two Ways, and only practised in its Turn to amuse you.

The next Thing to be considered is, who deals the Cards, you or your Adversary, because that is a main Point, and from whence your Advantage must arise: Suppose for Example.



A and B { *Sharpers*, *Partners*.

C and D { *Bubbles*, *Partners*.

After a Deal or two is formally played, A and B will begin to operate in the following Manner:

When A or B are to deal, they obſerve (the preceding Deal) to take up the Tricks thus :

1. *A bad Card.* 2. *A good Card.*
3. *A bad Card.* 4. *A good Card.*

[*Meaning the beſt and worſt that fall in that Liſt.*]

When C or D deals, they muſt be taken up thus :

1. *A good Card.* 2. *A bad Card.*
3. *A good Card.* 4. *A bad Card.*

By this Rule it is very plain, that the beſt Cards fell to A and B every Deal. How is it poſſible therefore, that C and D ſhould ever win a Game without Permiſſion. But it would be deemed ill Policy, and contrary to the true Intereſt of A and B, to act thus every Deal : I will therefore ſuppoſe it is practiſed juſt when they pleaſe, according as Betts happen in Company ; though the Rule with Gameſters, in low Life, is at the firſt ſetting out to ſtupify you with Wine and the Loſs of your Money, that you may never come to a perfect Underſtanding of what you are doing. It may be truly ſaid, that many an honeſt Gentleman has been kept a Month

Month in such a Condition by the Management and Contrivance of a Set of Sharpers.

Now you may imagine it not in the Power of A and B to cause the Tricks to be taken up after the Manner aforesaid ; but there is nothing so easy or so frequently practised, especially at Three poll One ; for in playing the Cards, the Confederates will not only take Care of their own Tricks, but also of your's ; for the Cards may be so played and shoved together in such a Manner, as will even cause you to take them right yourself ; and if a Trick should lie untowardly upon the Table, A or B will pay you the Compliment of taking it up for you, and say, *Sir, that's your's.*

This Operation will the more readily be apprehended by seeing it practised half a score Times ; when once you are aware of it, it will otherwise (I may safely say) pass upon any Person that has not been let into the Secret. This being allowed, the next Point and Difficulty, is to Shuffle and Cut.

I say, that either A or B are such curious Workmen, and can make a sham Shuffle with a Pack of Cards so artfully, that you would believe they were splitting them, when at the same Time they will not displace a single Card from its Order.

Now to cut the Cards, a Bend is prepared for you to cut to, the Middle is best ; and it

is Odds but you unwarily Cut to it; if not, *Slip* is the Word: But if you have no Opportunity to do that neither, then deal away at all Hazzards, it is but an equal Bett that they come in your Favour; if right, proceed; if otherwise, miss a Card in its Course, and it brings the Cards according to your first Design; it is but giving two at last where you missed; and if that cannot be conveniently done, you only lose the Deal, and there is an End of it.

But when A or B are to cut, they make it all safe; for then they make the *Corner-bend*, which any one, that knows, may Cut to, a hundred Times together.

PIPING at WHISK.

By *Piping* I mean, when one of the Company that does not play (which frequently happens) sits down in a convenient Place to smoke a Pipe, and so look on, pretending to amuse himself that Way. Now the disposing of his Fingers on the Pipe, whilst smoking, discovers the principal Cards that are in the Person's Hand he overlooks; which was always esteemed a sufficient Advantage to win a Game by another Way, *viz.* Indeed, signifies *Diamonds*; Truly, *Hearts*; Upon my Word, *Clubs*; I assure you, *Spades*: But as soon as these Methods become known, new ones

ones are invented; and it is moſt certain, that two Perſons may diſcover to each other what Sort of Cards they have in Hand, and which ought to be firſt played, many different Ways, without ſpeaking a Word. *Talking* is not allowed at *Whiſt*; the very Word implies, *Hold your Tongue.*

ALL FOURS.

THIS Game is very much played in *Kent*, from which County it derives its Original; and tho' it be but a Vulgar Game, great Sums have been loſt at it.

It has its Denomination from 4 Cards, called the *Higheſt*, *Loweſt*, *Jack*, and *Game*, which is the Set as ſome play it; but you may make from 7 to 15, or more, if you pleaſe; but commonly 11 is up.

But two Perſons play at a Time; and they muſt cut for Dealing; the higheſt Card deals; who delivers to his Adverſary 3 Cards twice, and to himſelf 3 in like Manner; and having 6 a-piece, he turns up a Card which is Trump; if *Jack* (which is any Knave) it is 1 to the Dealer.

If he, to whom the Cards were dealt, after looking them over, like them not, he hath the Liberty of begging 1: If the Dealer refuſe to give 1, then he deals 3 a-piece more; but if he then turns up a Card of the ſame

Suit, he deals on, till he turns up a Card of another Suit.

Here note, that an Ace is 4, a King is 3, a Queen is 2, a Knave 1, and a Ten is 10.

Now you muſt play your Cards; not any Method is to be preſcribed; it muſt be according to the Cards you have in your Hand, managed by your Judgment to the beſt Advantage.

Having played your Cards, if you are *Higheſt* and *Loweſt* of what is Trumps, you reckon 2, if you are only *Higheſt* but 1, and the like of *Jack* and *Game*. Sometimes you are *Higheſt*, *Loweſt*, *Jack*, and *Game*; and then you muſt reckon 4. The *Game* is he that tells moſt after the Cards are played; and therefore a *Ten* is a very ſignificant Card; which crafty Gameſters know ſo well, that they will frequently take out of a Pack of Cards 2 *Tens*, and hide them contrary to the Knowledge of the other; which is a great Advantage to this foul Player, if he play of the ſame Suit as theſe *Tens*, he hath abſconded; for it muſt of Neceſſity ſecure him from loſing the Game.

He who wins *Jack*, wins 1 alſo: And furthermore obſerve, that for Advantage revoking is allowable, if you have Trumps in your Hand to trump it.

Some

Some make 31 up at this Game: Then if the Dealer turns up an *Ace* it is 4, a *King* 3, a *Queen* 2, and a *Knave* 1, a *Ten* ſtill continuing the beſt Card.

CRIBBIDGE.

THIS is likewiſe a Game only played between two Perſons. *Sixty* and *one*, is the Number up.

Here too the Dealer has an Advantage; and, upon cutting, he who has the leaſt Card deals.

The Cards are dealt out 1 by 1; the Number 5 a-piece; the Remainder of the Pack (the whole being uſed) are laid down on the Table.

Each Party plays according to his Diſcretion, this being a Game of Judgment.

He that deals, makes out the beſt Cards he can for his *Crib*; and the other the worſt: The *Crib* conſiſts of 4 Cards, two a-piece, which they lay out upon the Table; and then they turn up a Card from the Pack, and each of them may make uſe of that Card; and when they have played out their 5 Cards, and ſet up with Counters their Games, the *Crib* is the other's the next Deal; and ſo they take it by Turns.

The

The Value of the Cards is thus: Any 15 upon the Cards is 2, whether 9 and 6, 10 and 5, King and 5, 7 and 8, *&c.*

A *Pair* is 2, a *Pair-Royal* 6; a double *Pair-Royal* 12; *Sequences of* 3, is 3; *Sequences of* 4, is 4; *Sequences of* 5, is 5, *&c.* and so a *Flush of* 3, is 3; a *Flush of* 4, is 4, *&c. Knave-Noddy*, is one in Hand, and 2 to the Dealer; that is, if you have a *Knave* of that Suit which is turned up, it is *Knave-Noddy*. A Pair of *Aces*, *Kings*, *Queens*, *Knaves*, *Tens*, &c. is 2, Three *Aces*, *Kings*, *Queens*, &c. is a *Pair-Royal*; a double *Pair-Royal* is 4 *Aces*, 4 *Kings*, 4 *Queens*, &c. and is 12 Games to him who hath them.

Having looked on your Cards, you count your Game after this Manner: Suppose you have in your Hand a 9 and 2 Sixes; after you have laid out 2 Cards for the *Crib*, which makes you 6 Games, because there is 2 Fifteens and a Pair, by adding your 9 to the 2 Sixes, and if a 6 chance to be turned up, then you have 12 Games in your Hand; for tho' you must not take the turned up Card into your Hand, yet you may make what Use you can of it in counting; so that the 3 Sixes make you 6, being a *Pair-Royal*, and the 9 added to every 6, makes 3 Fifteens, and 6 more added to the Former, makes 12, which you must set by with Counters, or otherwise, your Opponent may know what you

you are, tho' you may not see his Cards, nor he your's: If you think he plays foul by reckoning too much, you may count them after the Hand is played.

Thus when you have set up your 12, your Opposite, it may be, hath 4, 5, and 6, in his Hand, that is 3, because of *Sequences of Three*; then it is 2 more, because it is 4, 5, and 6; again, taking in the counting 6 that is turned up, that is in all 4, then there is 15 and 15; for 4 and 5 is 9, and 6 is 15; and then with the 6 turned up, it is 15 more, which makes 8 Games. This he likewise sets up, keeping his Cards undiscovered. Observe, he, who does not deal, sets up 3 in Lieu thereof, and plays first: Suppose it is a 6; if you have a 9 play it, that makes 15, for which set up 2; the next may play a 4, which makes 19, you a 6, which is 25, and he a 5, that is 30; you being not able to come in, having a 6 in your Hand, he sets up 1, (for it is 31 you aim at in playing the Cards,) because he is most, and 3 for *Sequences*, 4, 5, and 6, which were his 4, after the 15, your 5 and his 6, and that doth not hinder them from being *Sequences*, tho' the 6 was played between the 4 and the 5; but if an *Ace*, 9, *King*, *Queen*, or the like, had been played between, they had been no *Sequences*; so the 3 for the *Sequences*, and the 1 for 30 being most (as at *One* and *Thirty*) makes

makes him 4, which he must set up to the rest of his Game; and in this playing of the Cards, you may make *Pairs*, *Sequents*, *Flushes*, *Fifteens*, *Pair-Royal*, and double *Pair-Royal*, if you can, tho' that is rarely seen.

Lastly, you look upon your *Crib*, that is, the 2 Cards a-piece laid out at first, which is the Dealer's; if he finds no Games in them, nor Help by the Card that was turned up, which he takes into his Hand, then he is bilked, and sometimes it so happens that he is both bilked in Hand and *Crib*. Thus they play and deal by Turns till the Game of 61 is up.

Note, If you get the Game before your Adversary is 45, you must then say, *I have lurched you*; and that is a double Game, for whatever you played, whether a lesser, or a greater Sum.

PUT.

PUT is the ordinary Rooking-Game of every Place; and seems, by the few Cards that are dealt, to have no Difficulty in the Play; but there is great Craft and Cunning in it.

If you play at either two or three-handed *Put*, the best *Put-Card* deals. Having shuffled the Cards, the Adversary cuts them; then the Dealer deals 1 to his Antagonist, and

and another to himself, till they have 3 apiece: 5 up, or a *Put* is commonly the Game. The Eldest, if he hath a good Game, and thinks it better than his Adversary's, *Puts* to him; if the other will not, or dare not *see* him, he then wins 1; but if he will *see* him, they play it out, and he who wins 2 Tricks, or all 3, wins the whole Set; but if each win a Trick, and Third tied, neither win, because it is Trick and Tye.

Sometimes they play without *Putting*; and then the Winner is he that wins most Tricks. In playing keep up your Cards very close; for the least Discovery of any one of them, is a great Advantage to him who sees it.

This Game consists very much in *daring*; for a mettled Gamester will *Put* boldly upon very bad Cards sometimes, as upon a 5, 7, and a 9; the other thinking there are good Cards in his Adversary's Hand, having very indifferent ones in his own, dares not *see* him; and so by going to Stock, loseth 1. He who once hath the Confidence to *Put* on bad Cards, cannot recal his *Putting*, by which Means he frequently pays for his Bravado.

The best *Put-Cards* are, first, the *Tray*, next the *Duce*, then the *Ace*; the rest follow in Preheminence, as *King*, *Queen*, *Knave*, *Ten*, and so onwards, to the *Four*, which is the meanest Card at *Put*.

The

The Cheats at PUT are done after this Manner:

For *Cutting*, to be ſure of a good *Put-Card*, they uſe the *Bent*, the *Slick*, and the *Brief-Cards*, as we have already obſerved in PICQUET.

L U E.

THIS Game may be played ſeveral Ways; but we ſhall inſiſt on the uſual Method only.

You lift for Dealing, and the beſt Card carries it: As many may play as the Cards will permit; to whom muſt be dealt 5 a-piece, and then turn up Trump. Now if three, four, five, or ſix Perſons play, they may lay out the Threes, Fours, Fives, Sixes, and Sevens, to the Intent they may not be quickly *lued*; but if they would have the *Lue* come faſt about, then play with the whole Pack.

Having dealt, ſet up 5, either with Chalk, or Counters; and then proceed in your Game.

He who is eldeſt Hand hath the Privilege of paſſing by the Benefit thereof, that is, he hath the Advantage of hearing what every one will ſay, and, at laſt, may play, or not play, according as he finds his Game good or bad. If the Eldeſt ſays he paſſes, the reſt may chuſe whether they will play, or no.

Trumps,

Trumps, as at *Whist*, are the best Cards; all others in like Manner take their Precedency from the Highest to the Lowest.

You must not *Revoke*; if you do, you pay all on the Table. If you play, and are *lued*, (that is, win not one Trick) you must lay down to the Stock so much for your 5 Cards, as you played upon every one of them.

Every Deal, rub off a Score; and for every Trick you win, set up a Score by you, till the first Scores are out, to remember you how many Tricks you have won in the several Deals of the Game.

All the Chalks for the Game being rubbed out, tell your own Scores, and for so many Scores or Tricks which you have won, so much as they were valued at in the Game, so much you must take from the Stock: Thus must every one do according to the Number of Tricks he hath won.

Observe, That he who hath 5 Cards of a Suit in his Hand, *lues* all the Gamesters then playing, be they ever so many, and sweeps the Board; if there be two *lues*, he who is eldest Hand hath the Advantage.

As there is Fraud in all Games, so in this; for Example, If one of the Gamesters have 4 of a Suit, and he wants a fifth, he may for that fifth make an Exchange out of his own Pocket, if he be skilled in the cleanly Art of

of Conveyance; if that fail, ſome make uſe of a Friend, who never fails to do him that kind Office. There are other Frauds to be performed, which we ſhall omit; ſince it is not our Buſineſs to teach you how to Cheat, but ſo to play as not to be Cheated.

B R A G.

AT this Game, the whole Pack is dealt round the Table to all who are deſirous to ſhare in the Gain and Diverſion. As many play at it as the Cards will hold out to ſupply; he dealing 3 a-piece to each of the Gameſters at one Time, turning up the laſt Card all round, belonging to every one preſent.

Each Gameſter is to put down 3 Stakes, one for each Card, as much, or as little as the Humours of the Company will conſent to; whether 3 Guineas, 3 Crowns, 3 Shillings, 3 Sixpences, or what other Stakes, according to their Qualities and Purpoſes, is thought convenient: And this being done, the Manner of playing the Game, is as follows:

The beſt Card turned up in the Dealing round, in its Degree, beginning from *Ace*, *King*, *Queen*, *Knave*, and ſo downwards, thro' all the Cards of the Players, wins the firſt Stake; and the Perſon who has the Luck

to

to have it dealt him, is to demand it from the reſt; who pay it accordingly, unleſs the *Ace* of *Diamonds* be turned up amongſt them; which if ſhewn, by a Superior Authority in the Game, is to be preferred, and wins the Stake. And obſerve, that tho' the Eldeſt Hand, who has an *Ace*, carries it from the reſt by a kind of Deſcent, yet the *Ace* of *Diamonds*, by the aforeſaid Authority, even in the Youngeſt Hand, which is the laſt Card that is dealt, wins the Stake from any other turned up before.

The next principal Matter, and the main Thing by which the ſecond Stake is to be won, is called the *Brag*, which, by the Ingenuity of its Management, gives the *Game* its Denomination. The Nature of it is, that you are to endeavour to impoſe upon the Judgment of the reſt who play, and particularly on the Perſon who chiefly offers to oppoſe you, by boaſting of Cards in your Hand, whether *Pairs-Royal*, *Pairs*, or others, that are better than his or her's who plays againſt you: The beſt Cards you can have really to *brag* of, are a *Pair-Royal* of *Aces*, the next of *Kings*, *Queens*, &c. A *Pair-Royal* of any Sort winning from any *Pair* of the beſt Sort, as a *Pair* of any Sort wins of any other Cards that are not *Pairs*.

But here you are to obſerve, that the witty ordering of this *Brag*, is the moſt pleaſant

Part

Part of the Game; for those who by fashioning their Looks and Gestures, can give a proper Air to their Actions, as will so deceive an unskilful Antagonist, that sometimes a *Pair* of *Fives*, *Trays*, or *Duces*, in such a Hand, with the Advantage of his composed Countenance, and subtle Manner of over-awing the other, shall *out-brag* a much greater *Pair-Royal*, and win the Stakes with great Applause and Laughter on his Side from the whole Company.

The *Knave* of *Clubs* is here, as principal a Favourite, as at LUE, and makes a *Pair* with any other Card in Hand, or with any other two Cards a *Pair-Royal*, and is often in this Game very necessary, to advance the Credit of the *Brag*, to him who has the Assurance of imposing upon the Company; and by such convenient Confidence, the Advantage of winning the *second* Stake.

The *third* Stake is won by the Person who first makes up the Cards in his Hand 31, each *Ace*, *King*, *Queen*, *Knave*, &c. going for 10, and drawing from the Pack, as is usual in that Game: Or, instead of the 31, if his Fortune will not oblige him, the nearest to it may win, he having the Privilege to draw, or not to draw, as he pleases, according as he finds it convenient, by the Cards that are in his Hand; for if he draws *out*, he loses his *third* Stake.

Some

Some very nice Players at this Game, make the *Nine* of *Diamonds* a *second* Favourite Card, with the *Knave* of *Clubs*, to make a *Pair-Royal* of *Aces*; ſo that thoſe two joined with one natural *Ace*, ſhall win from any *Pair-Royal* of *Kings*, *Queens*, *Knaves*, or any other Cards, but a *Pair-Royal* of natural *Aces*.

The Perſon who is ſo lucky to win all the 3 Stakes, is to be rewarded by the whole Company of Gameſters round the Table, with 3 Stakes more, if they play the Strictneſs of the Game; which neceſſarily makes the Winnings and Loſings amount to a conſiderable Sum of Money. But very often our Modern Gameſters wave this Particular, and out of a decent Regard to their Pockets, content themſelves with the Satisfaction of the Pleaſure of the *Brag*, rather than truſt to the uncommon good Fortune of winning the 3 Stakes, from the reſt of the diſappointed Company.

The Deal is to go round from Perſon to Perſon; and by the different Management of the *Brag*, you may find very great Diverſion, ſome doing it ſo aukwardly, with ſo little Cunning, and ſo ill an Addreſs, that the Defects or Value of their Game will preſently be diſcovered, whilſt others with a more artful Aſſurance, and by their ſubtle Management, will wittily banter and impoſe upon their

their Adverſaries, and ſeldom fail of their deſigned Profit.

It is not fair for any of the Gameſters, that ſit near him who makes the *Brag*, to peep into his Hand, or by any mute Sign or Token to give the Oppoſer any Knowledge of the Cards that he has in his Hand; becauſe it may chance that the Oppoſitions, natural to this Game, may draw on a conſiderable Sum of Money to be ſtaked down, each of the two who are concerned, valuing his own Cards, and leſſening thoſe of his Antagoniſt, as he thinks he has Reaſon.

A very notable Damage, occaſioned by one Perſon's peeping into another's Hand, I once chanced to be a Spectator of.

Some Gentlemen and Ladies were playing at this Game, when one of the Gameſters, who ſeemed to be very ſkilful at the Game in general, but more particularly ſo, at the ſubtle Management of the *Brag*, and by his artful Method and cunning Manner of Behaviour, had induced his Competitor to believe that he reſolved to *out-brag* him upon very low and inſignificant Cards; but it was the Gentleman's good Luck at that Juncture, to have in his Hand far otherwiſe than he imagined, having been dealt 2 natural *Aces*, and the *Knave* of *Clubs*, which, joined with the other 2, made the greateſt *Pair-Royal* that could then poſſibly be dealt, and conſequently

proper

proper to win alſo the greateſt Stake that could be laid; he kept his Countenance demure, and with a Geſture neither overjoyed nor deſponding, made a *Brag* of Half a Crown; the other who had in his Hand a *Pair-Royal of Kings*, and, as afterwards was diſcovered, had, thro' the Imprudence of the Dealer, caſually ſeen an *Ace* or two given about to other Gameſters, thinking himſelf alſo as ſecure as poſſible, anſwers with a Crown; his Antagoniſt then ſets Half a Guinea, and the Oppoſer, immediately a whole one, and vying with each other, till the ſame amounted to Ten Pounds, when as ill Fate, for one of them, would have it, a too curious *Impertinent*, of the Female Kind, who ſat next to him that had the *Aces*, having a furious Itch upon her to know whether his repeated *Brag* was upon a ſure Foundation, or not, could not forbear covertly peeping into his Hand, and at the View was ſo ſurprized, that on a ſudden ſhe, by a violent Shriek, gave the Gameſter, with the *Pair-Royal* of *Kings*, Warning of his unavoidable Loſs, giving him Reaſon to ceaſe the *Brag*, and thereby loſe the Game.

G L E E K.

DUCES and *Trays* muſt be caſt out as uſeleſs in this Game; then lifting for

the Deal, the leaſt Card deals. It is played but by three Perſons only.

The Dealer delivers the Cards by 4, till every one hath 12, and the reſt are laid on the Table for the Stock, being in Number 8; whereof 7 are bought, and the *Ace* is turned up; the turned up Card is the Dealer's; and if it be *Tiddy* turned up, is 4 apiece from each to the Dealer.

The Ace is called *Tib*, the Knave *Tom*, the 4 of Trumps *Tiddy*; *Tib*, the Ace, is 15 in Hand, and 18 in Play, becauſe it wins a Trick; *Tom* the Knave, is 9, and *Tiddy* is 4, the fifth *Towſer*, and ſixth *Tumbler*; which, if in Hand, *Towſer* is 5, and *Tumbler* 6, and ſo double if turned up; and the King and Queen of Trumps is 3.

The Eldeſt Hand bids for the Stock, in Hopes of bettering his Game, tho' ſometimes it makes it worſe: The firſt Penny you bid is 12, 13, and ſo on; if at 16, they ſay, *take it*, and none will venture more for it: He is bound to *take it*, that is, *taking in* 7 Cards, and *putting out* 7 in their Stead, and muſt pay beſides 8 to one, and 8 to the other of the Gameſters for buying: If any odd Money be given, as 15, 17, or the like, the Eldeſt Hand uſually claims it, or elſe it is given to the Box; but if he have *Murnival*, *Gleek*, or *Tiddy* in his Hand, after he hath taken in the Stock, he bates for them all, and

and so possibly may gain by it, if he have a good Hand, and pay for his buying 2.

Observe, if *Tib* be turned up, it is 15 to the Dealer, in reckoning after Play; but he must not make use of it, in Play, being the Trump-Card; for then it would make him 18, because it wins a Trick, which is 3 more.

Next you speak for the *Ruff*; and he who hath most of a Suit in his Hand wins it, unless some of the Gamesters have 4 Aces, and then he gains the *Ruff*, tho' you have ever so many of a Suit in your Hand. If any wins a *Ruff* and forgets to shew it before a Card is played, he loses it; and he who shews any for a *Ruff* after, shall have it.

The first, or Eldest says, *I will* vie *the* Ruff; the next says, *I will* see *it*, and the third, *I will* see *it and* revie *it: I will* see *your* Revie, says the first, because he hath as many in his Hand as another; the Middle probably says, *I will not* meddle *with it*; then they shew their Cards, and he who hath most of a Suit, wins a Stake, according to the Game of him that holds out longest, and 4 of the other, who said he would *see* it, but after refused to *meddle* with it; but if any of the 3 Gamesters declare that they have not any Thing to say, as to the *Ruff*, he pays but a Stake; and if the Eldest and Second Hand pass the *Ruff*, the Youngest hath Power

to double it, and then it is to be played for the next Deal; and if any forgets to call for the double *Ruff*, it is to be for the next Deal after that.

Sometimes one of the Gamesters, having all of a Suit in his Hand, bids *high* for the *Ruff*, and the other having 4 Aces, is resolved to bid *higher*, so that it sometimes amounts to 16 and more; then *I will* see *it*, *and* revie, saith one; *I will* see *it*, *and* revie, saith another; that is 8 to the Winner, and all above is but 2 at a Time, as it may be, they will say, *I will* see *it*, *and* revie *it again*, *and I will* see *that and* revie *it again*, saith another, for which *Seeing* and *Revieing* they reckon but 2 after it is once come to 8; but he who has the 4 Aces carrieth it clearly, as aforesaid.

Buying or *Bidding* for the *Ruff*, is when you are in Likelihood to go in for *Murnival*, *Gleek*, or Increase of Trumps, that so if you have bad Cards, you may save your *Buyings* and your Cards too, whereas otherwise you may lose all.

If you call for either *Murnival* or *Gleek*, and have laid them out in the Stock, if you are detected, you forfeit double what you receive.

Sometimes out of Policy, or a Vapour, they will *vie*, when they have not above 30 in their Hands, and the rest may have 40 or 50,

50, and being afraid to *see* it, the firſt many Times wins out of a meer Bravado; and this is good Play, tho' he acquaint you with it hereafter.

A *Murnival* of Aces is 8, of Kings 6, of Queens 4, and a *Murnival* of Knaves 2 a-piece.

A *Gleek* of Aces is 4, of Kings 3, of Queens 2, and of Knaves 1 a-piece, from the other 2 Gameſters.

A *Murnival*, is either all the Aces, the 4 Kings, Queens, or Knaves; and a *Gleek* is 5 of any of the aforeſaid.

Obſerve, 22 are your Cards; if you win nothing but the Cards that were dealt you, you loſe 10; if you have neither *Tib*, *Tom*, *Tiddy*, *King*, *Queen*, *Murnival*, nor *Gleek*, you loſe becauſe you count as many Cards as you had in Tricks, which muſt be few, by Reaſon of the Badneſs of your Hand; if you have *Tib*, *Tom*, *King*, *Queen* of *Trumps* in your Hand, you have 30 by *Honours*, that is 8 above your own Cards, beſides the Cards you win by them in Play. If you have *Tom* only, which is 9, and the *King* of *Trumps*, which is 3, then you reckon from 12, 13, 14, 15, till you come to 22, and then every Card wins ſo many Half-pence, Pence, *&c.* as you played for; if you are under 22, you loſe as many.

Here note, that before the Cards are dealt, it is requiſite to demand, whether the Gameſters will play at *Tiddy*, or leave it out, it being a Card that is apt to be forgotten; and know that it is looked upon as very foul Play to call for a *Gleek* of *Kings*, *Aces*, *Queens*, or *Knaves*, when the Perſon hath but 2 in Hand. If you diſcard wrong, *i. e.* lay out but 5 or 6 Cards, if you call for any *Gleek* or *Murnival*, you loſe them all, if it be found out that you diſcard. Let this ſuffice for this noble and delightful Game or Recreation.

FRENCH-RUFF.

AT this Game you muſt cut for Deal; moſt, or leaſt, carries it, according to the Agreement of the Gameſters.

Two Perſons may play 4 or 6 on a Side: Dealing to each 5 Cards a-piece; either 2 or 3 at a Time, according to Pleaſure, and he who deals turns up Trump: The *King* is the higheſt Card at Trumps, the *Queen* is next, the *Knave* next, and next the *Ace*, and all other Cards follow in Preheminency, according to the Number of the Pips; but all ſmall Trumps win the higheſt of any other Suit.

Having turned up Trumps, he who hath the *Ace* muſt take the *Ace* turned up, and all

all other Trumps which immediately follow it, if so agreed among the Gamesters, laying out so many Cards as he took up in Lieu thereof.

After this they play. To win 2 Tricks signifies nothing, to win 3 or 4 wins but 1, but to win 5 is the winning of 5.

If you play at *Forsat*, (which is, the Rigour of the Play,) he who deals wrong loseth 1 and his Deal. You are bound to follow Suit, and if you renounce, you lose the whole Game, if you so make it, otherwise but 1 or 2, according to Agreement.

He who plays a Card that is trumped by the Follower, if the next Player hath none of the former Suit, he must trump it again, tho' he hath not a Trump in his Hand that can win the former Trump, and so it must pass to the last Player.

All the Players round are bound to win the highest Trump played if they can. Here note, he who playeth before his Turn, loseth 1, unless it be the last Card of all.

FIVE-CARDS.

THIS is an *Irish* Game, and is much played in that Kingdom for considerable Sums of Money. There is little Analogy between this and *All-Fours*.

But 2 Perſons can play at it, and there are dealt 5 Cards a-piece. The leaſt of the *Black*, and the moſt of the *Red* wins. The *Ace* of *Diamonds* is the worſt of the whole Pack, unleſs it prove to be Trump.

The 5 Fingers (*alias* 5 of Trumps) is the beſt Card in the Pack; the *Ace* of *Hearts* is next to that, and the next is the *Ace* of Trumps; then the *Knave* and the reſt of the Cards are beſt, according to their Value in Pips, or as they are Trumps.

Before you play, ask, *whether he will five it*, if he ſpeaks affirmatively, turn up the next Card of the Pack under that firſt turned up, and that muſt be Trumps; if not play it out: He who wins moſt Cards, wins 5, but he that wins all, wins 10.

Obſerve, that the *Ace* of *Hearts* wins the *Ace* of *Trumps*, and the *Five-Fingers* not only wins the *Ace* of *Trumps*, but alſo all other Cards whatever.

COSTLY COLOURS.

THIS Game is likewiſe to be played at only by Two Perſons, of which the Eldeſt is to play firſt, as in other Games. You muſt deal off 3 a-piece, and turn up the next Card following; the Eldeſt is to take his Choice whether he will *Mogg* (that is, change

change a Card, or no;) and whosoever refuseth, is to give the other 1 Chalk or Hole, of which generally 61 makes the Game. Then must the Eldest play, and the other, if he can, must make it up 15; for which he shall set up as many Holes, or Chalks, as there are Cards on the Table; so likewise for 25; and also as many Cards as are played to make up 30, no more or less, so many Chalks may be set up who played last, to make up 31; and if 31 be not made, then he who played last, and is nearest 31 without making out, must set up 1, which is called, setting up 1 for the latter.

This being done, the Eldest must shew how many Chalks he hath in his Hand to set up, and after him the Youngest, which they must reckon in this Manner, taking Notice both of the Colour and Number of the Pips upon the Card turned up, of those in their Hands, still reckoning as many for all the 15 and 25, as there go Cards to make the Number; and if you have it by Chance in your Hand, and with the Card turned up, 31, then you must set up 4 for that. You must also set up, if you have them in your Hands, or can make them so in the Card turned up, as followeth, 2 for a Pair, be they either Coat-Cards, or others; 2 for a Knave, and if a Knave of the same Colour and Suit of the Card turned up, then you must set up 4;

and so for a Duce 4, if it be of the same Colour turned up: If you have 2 of a Sort, either Threes, Fours, Fives, Sixes, or Coat-Cards, you must set up 9, and this is called a *Pair-Royal:* Now if they are all either Hearts, Diamonds, or the like, then you must set up 6 for *Costly-Colours.* If you have 3 of a Colour, you can reckon but 2 for Colours.

Whosoever dealt, if he turned up either Duce or Knave, he must set up 4 for it; as for Example, imagine you had dealt your Adversary 3 Cards, *viz.* the 5 of Hearts, 4 of Hearts, and 8 of Hearts; to your self the Duce of Hearts, 7 of Clubs, and 9 of Hearts. Lastly, you turn up a Card, which is the Knave of Hearts, for which you must set up 4; then because he will not ask you to change 1, he gives you 1, which you must set up, and then he plays; suppose it be his 5 of Hearts, you then play your 7 of Clubs, which makes 12, then he plays his 8 of Hearts, which makes 20; then you play your 9 of Hearts, which makes 29; and because he cannot come in with his 5 of Hearts, you must play your Duce of Hearts, which makes you 31. For your 5 you must set up 5, then he must set up what he hath in his Hand, which you will find to be but 6, for he has not any Thing in his Hand, but *Costly-Colours.* Then must you set up your Games, which

which are, first, 2 for your 9 of Clubs, and 9 of Hearts, which make 15, then that 15, and the Knave turned up, makes 25, for which set up 3; then for your Duce of Hearts, which is the right, set up 4, and 3 for *Colours*, because you have 3 of a Sort in your Hand, with that turned up; now these, with the 5 you got in playing for 31, makes you, this Deal, with the Knave turned up, and the Cards in your Hand, just 20. Many other Examples might be given, but that is needless, since this *one* is sufficient to direct you in all *others*. Thus much for *Costly*-COLOURS.

BONNE-ACE.

THIS Game you may look on as trivial, and very inconsiderable; and so it is, by Reason of the little Variety therein contained. But because Persons of Quality have played at it for their Diversion, we will briefly describe it, and the rather, because it is a licking Game for Money.

Seven or eight Persons (or as many as the Cards will permit) play at one Time. In the lifting, the least Card deals, which is a great Disadvantage; for that makes the Dealer youngest Hand.

The Dealer deals out 2 to the first Hand, and turns up the *third*, and so goes on to the next, *third*, *fourth*, *fifth*, &c. He who hath the Highest Card carries the *Bonne*, that is, *half* of the Stake, the other remaining for the Game; now if there be 3 Kings, 3 Queens, 3 Tens, *&c.* turned up, the Eldest Hand wins it. The Ace of Diamonds is *Bonne-Ace*, and wins all other Cards whatever. Thus much for the *Bonne*; afterwards the neareſt to 31 wins the Game, and he who turns up, or draws to 31, wins immediately.

WIT *and* REASON.

THIS Game seems very easy at first to the Learner, but in his Practice and Observation he will find it otherwise. It is a Game something like 31, and is thus played.

Two playing together, the *one* hath all the *red* Cards, and the *other* the *black:* Then they turn up Cross-Pile, who shall lead; for the Leader hath a great Advantage over the other, as will be demonstrated.

You are not to play a 10 first; for if you do, you certainly lose; for 31 being the Game, he who first comes to it wins; now should the Leader play a 10, the Follower will

will play another 10, that makes 20; let the Leader then play any Thing next, the Follower will be sure to make it up 31.

He who hath the Lead, if he play a 9, may certainly win the Game, if he look about him; ever remembring to get first to 20, without spending 2 of one Sort, as 2 Duces, 2 Trays, 2 Quaters, *&c.* otherwise you will lose: As for Example, you play a 9 first, your Adversary plays a Duce, that makes 11, you play a 9 again, and that makes 20; thus you have played, but both Nines, wherefore your Antagonist plays a Duce; now you can play on no Card but he wins; for if you play an 8 (for you cannot come in with your 10) and you have not a 9, then he hath an Ace for 31; so if you play a 7, which makes 29, he hath a Duce remaining to make up 31, and so you may observe in the rest of the Cards.

Take this for a general Rule, that you have a very great Advantage in fetching out, by Play, any 2 of a Number, as aforesaid; as 2 Fives, 2 Sixes, 2 Sevens, *&c.* wherefore you must not play rashly, but with the Consideration arithmetically grounded, to make up a certain Game of 31.

To conclude, he who hath the Art of playing well at 31, that is, by naming such a Number, at first, and prosecuting it by such Addition of others, that his Adversary can-

not

not think of any Number, but what ſhall be his Game; I ſay, ſuch a Man is fitteſt to play at this Game called WIT *and* REASON.

The *ART* of *MEMORY*.

THIS is rather a *Sport*, than a Game. Money may be won at it, but it is moſt commonly the Way to *fit* the *Drunkard*. It is the beſt when *many* play at it; for with *few* it is no *Sport* at all: For Example; As many Perſons as do play, ſo many Cards trebled muſt be thrown down on the Table, with their Faces upwards; which every one muſt take Notice of, and endeavour to regiſter them in his Memory. Then the Dealer muſt take them all up, and ſhuffling them, after cutting, deals to every one 3 a-piece.

The firſt, it may be, calls for a King, which muſt be laid on the Table, with his Face downwards by him who hath it in his Hand; the next, it may be, calls for a 10 of Spades, which muſt be laid down in like manner, and ſo it goes round; now if any one calls for what is already laid down, if they play for Liquor, he muſt then drink a Glaſs; if for Money, he muſt then pay a Stake, whatever the Sum be they play for.

This

This *Sport* wholly depends on the Memory; for want of which a Man may lose both his Money and his Understanding.

PLAIN DEALING.

HE who deals, hath the Advantage of this Game; for if he turn up the *Ace* of *Diamonds* he cannot lose: To his Adversary he delivers out 9, and but 3 to himself, then are the Cards played as at *Whist*, the best of Trumps, or other Cards wins, and but one to be gotten at a Deal. I cannot commend this Pastime for its Ingenuity, and therefore only name it, because we treat of Games in general.

Queen NAZARENE.

AS many may play at this Game as the Cards will allow, 5 Cards are dealt to every Player; the *Queen* of *Diamonds* is *Queen* NAZARENE, and he who hath it, demands 3 a-piece of every Player. The *Knave* of *Clubs* is called *Knave-Knocker*, and he that has it, challengeth 2 a-piece. If Women play among Men, it is customary for *Knave-Knocker* to kiss *Queen* NAZARENE.

Lastly,

Lastly, he who lays down a *King*, the last Card that is played challengeth 1, and begins again; and he who hath first played away his Cards, demands as many Counters as there are Cards in the Hands of the rest.

PENEECH.

HAVING dealt 7 Cards a-piece, turn up a Card, and that is Trumps. The *Ace* and *Coat-Cards* of *Trumps* are thus reckoned. The *Ace* is 5, the *King* 4, the *Queen* 3, and the *Knave* 2.

Having played, he who wins the first Trick, turns up another Card, and that is Trumps; and so every Trick produceth a fresh Trump, till all the 7 be played. Now if it so happen, that what is turned up proves an *Ace*, or *Coat-Card*, it is a great Advantage to him who won the last Trick; for if it be an *Ace* turned up, then he reckons 5, if a *King* 4, if a *Queen* 3, as aforesaid.

After all the 7 Cards are played, (which at first are dealt 1 by 1,) he who won the last Trick turns up a Card, and if it proves *Ace*, *King*, *Queen*, or *Knave*, he reckons for it accordingly as aforesaid.

If the 7 of *Diamonds* be turned up, that is *Peneech*, and is reckoned 14 turned up, but it is but 7 in Hand, and not that neither, unless

unleſs *Diamonds* are Trumps: If it be Trump, it is the higheſt Card, and wins all others; if it be not Trump, it wins all *Diamonds*.

Laſtly, having played out all the 14 Cards betwixt you, count how many Cards you have more than your own 7 at firſt dealt you, and for every Card reckon 1, and ſo you muſt reckon on with the Value of your *Coat-Card* Trumps, with *Peneech* turned up, or in Hand, till you come to 61, which is the Game.

Note, if you have neither *Ace* nor *Face*, you may throw up your Game and deal again.

POST and *PAIR.*

POST and PAIR is a Game very much played in the Weſt of *England*.

This Game depends much upon *daring*; ſo that ſome may win very conſiderably, who have the Boldneſs to venture much upon the *Vie*, tho' their Cards are very indifferent.

You muſt firſt ſtake at *Poſt*, next at *Pair*; after this, deal 2 Cards a-piece, then ſtake at the *Seat*, and next, deal the third Card about. The Eldeſt Hand may paſs and come in again, if any of the Gameſters *Vie* it; if not, the Dealer may play it out, or double it.

The

The *Ace* of *Trumps*, is the beſt Card of all, and ſo on of the reſt in Order. At *Poſt* the beſt Cards are 21, *viz.* 2 *Tens* and an *Ace*, but a *Pair-Royal* wins all, both *Poſt*, *Pair*, and *Seat*. Obſerve, that he who hath the beſt *Pair*, or the beſt *Poſt*, is the Winner. A *Pair* is, a *Pair* of any *two*, as 2 *Kings*, 2 *Queens*, *&c.* A *Pair-Royal* is of 3, as 3 *Kings*, 3 *Queens*, *&c.* The *Vie*, is what you pleaſe to venture upon the Goodneſs of your own Hand: Or if it be bad, and you imagine your Adverſary's is ſo likewiſe, then bid *high* couragiouſly, by which Means you daunt your Antagoniſt, and ſo bring him to Submiſſion.

If the Gameſters keep in till all have done, and by Conſent ſhew their Cards, the beſt Cards carry the Game. Now, according to Agreement, thoſe who keep in till laſt, may divide the Stakes, or ſhew the beſt Card for it.

Obſerve, where the Cards fall in ſeveral Hands of the ſame Sort, as a *Pair*, or *Pair-Royal*, and ſo forth, the Eldeſt Hand carries it.

BANK-

BANKAFALET.

A FRENCH GAME.

AT this, the Cards muſt be cut into as many Heaps as there are Players, or more, if you pleaſe, and every Man lays as much Money on his own Card as he thinks fit, or on the ſupernumerary Heaps. So many as the Dealer's Card is inferior to, ſo many he pays; ſo many as his Card is ſuperior to, ſo many he wins from.

The beſt Card is the *Ace* of *Diamonds*, the next to that, the *Ace* of *Hearts*; thirdly, the *Ace* of *Clubs*; and laſtly, the *Ace* of *Spades*, and ſo the reſt of theſe Suits in order, according to their Degree. The Knack lies in ſecuring an *Ace*, or any other good ſure winning Card; and if you mark the Cards beforehand, ſo as to know them by the Backſide, you may then make your Advantage.

La Bete, that is, *The* BEAST.

A *French* Game alſo, and played after this Manner. The beſt Cards are, *King*, *Queen*, and ſo forwards. They make 3 Heaps, the *King*, the *Play*, and the *Triolet*.

To

To every one is dealt 5 Cards (3, 4, 5, Perſons, or more, may play at it) Before the Cards are dealt, every one ſtakes to the three Heaps. He who wins moſt Tricks, takes up the Heap that is called the *Play*: He who hath the *King* takes up the Heap ſo called; and he who hath 3 of any Sort, that is, 3 Fours, 3 Fives, 3 Sixes, *&c.* takes up the *Triolet*.

Thus much for the *Games* on the CARDS: But for the Reader's farther Entertainment, we have now added ſome *diverting Fancies* upon the ſame; taken from the celebrated Mr. OZANAM's *Mathematical Recreations*.

GAMES *within the* TABLES.

I. *The Famous* GAME *of* VERQUERE.

THIS Game is originally ſaid to be of *Dutch* Extraction, and one of the moſt noted Diverſions among the *Hollanders*. The Manner of playing it is thus, *viz.*

All the *Table-Men* are placed on the *Ace-Point*, where you ſet the *two* Men at *Back-Gammon*; and as at that Game, bring them round

round into your own Tables, but with different Circumstances; for you are not allowed to make a *Point* in either of your *Tables*, next your Adversary, the farther *Ace-Point* excepted, for there you may do it as your Discretion does best direct you; but you may take as many *Points* in your own *Tables* as you think good, to advantage your Game, and by so doing, to hinder your Adversary from approaching you, or by the Luckiness of his Throw to get the better of it.

In the next Place, you are to observe, that this Game is commonly played *double* and *single*; the *double* is called JOHN, which is a particular Advantage your Adversary gets over you, if his Luck in throwing be extraordinary: But you can never be JOHN'D, except you have more Men than you can enter upon *six* Points, that is to say, 7 Men, which is 1 more than your Points will bear; and in such a Case you must yield the *Double*, and consequently your Game is in Danger to be lost.

Note, That tho' you always *point* as your Cast affords you Convenience, and to the best Advantage of your Game, yet you cannot enter *two* Men upon any *Point*, and in that Particular this Game is more remarkable than any other played upon the *Tables*.

You play *Doublets*, and at last bear away all your Men, as at *Back-Gammon*, and the Art

Art is in managing your Throws to make your Game proper; for this, whilſt your Adverſary, by ill Throwing, or indifferent Management, lags behind, is very convenient for you to be ſkilled at. *Note* alſo, that when you have more Men to enter, than you have opened Points to receive them, you are to let your Adverſary throw; which I have ſeen for a conſiderable Space of Time; until by playing his Men forward (contriving as much as poſſible he can, to gain the Preheminence, and put back your Game) he makes Room for you by a Vacancy; elſe, perhaps, the Nature of this Diverſion is ſuch, that the Game may hold out a long Time, there being no Poſſibility of going on, till you have the Privilege, by his opening the Paſſage for you on the Tables, to enter your remaining Men.

Note too, that if you hit any of your Adverſary's Men, by a fortunate Caſt of your Dice, and that he has the favourable Fortune, preſently after to hit you again: In ſuch a Caſe, which, indeed, is not very common, if there be not Room for you to enter in his *Tables*, nor for him to perfect the Advantage of his Throw to enter in your's, it is the Nature of this Game, that you muſt loſe it double, you being the firſt to throw. This, and the reſt of the Accidents of *Verquere*, are like

like moſt other Games, to be underſtood, and avoided, by Experience in Play.

II. *The Noble and Courtly Game called* GRAND TRICK TRACK,

IS a *French* Diverſion; and moſt commonly uſed by Perſons of the firſt Quality. It is thus played: The Table-Men are to be placed on the Side of the Tables. Next, it is alſo to be obſerved, that beſides the Table-Men, with which you play, there are 3 other Pieces to be uſed, called *Markers*, whether Half Crowns, or Halfpence, or any other Coin: Theſe are to mark the Throw of your Dice, on the Points of the Tables which are advantageous to you: For *Example*, If in your firſt Tables you make ſingle Toots, in 3 Caſts, or Throws, you mark with one Marker 4.

There are 12 Holes on the Sides of your Tables, with Pegs in them, for the Uſe of this Game. Note then, that 12 Marks gained on the Points of your Tables, make an Hole, and 12 Holes make up the Game, if you agree to it; elſe leſs, or more: If you fill up your Points, for every ſingle Throw on the Dice, you make 4, and for Doublets 6; and may hold your Game as long as you think

think convenient, that is, play on without breaking up your own, and your Adverſary's, if you believe you ſhall get no Advantage by beginning again.

If you hold with your double Men in your Tables, before you can make a Point, and your Adverſary cannot fill his Tables, you are obliged with your Man to paſs over into his Tables, tho' it be commonly a Diſadvantage; but if he throws ſo well, as to fill up, then it alters the Matter, and you cannot paſs. Note, that when you have marked 12 with your Marker, which, as I ſaid before, makes up 1 Hole, you may go off, break up your Tables, and begin again, provided you have the Dice; or elſe you cannot.

If in playing this Game, you touch a Man raſhly, as intending to play it, and think to change it for another, you are obliged to play it as you before intended.

Note, As to thoſe Men that are obliged to paſs over into the Adverſary's Tables, if he hits them, he marks thus :

For every ſingle Throw 4; for Doublets 6; and if at any Time, by your good Fortune in throwing, you can mark over and above 12, you muſt then mark a Hole, or elſe 2, if you go double, and the Overplus remaining is called *to the Good*, provided you do not break your Game: You cannot go off,

off, nor break your Tables by your Adversary's Throws. And note, that if you chance to make more or less than is right, it is in his Power to take the Advantage, put you back, or oblige you to mark full. This is what is most considerable in your *first Tables.*

Now, as to your Adversary's *second Tables:* For every Man you hit of his with a single Die, you mark but 2; and for Doublets 4; tho' in his *first Tables*, 4 for each single Die, and 6 for Doublets.

If you chance to hit a Blot or two in your Adversary's Tables, and cannot pass, by reason of his Man standing in your Way, and hindering you, it is allowable for him to take the Advantage of marking by your own Throws in both Tables, as before-mentioned.

The Ace-Point of both Corners in the *second Tables*, cannot be divided here, nor fill the Corners, as at other Games; tho' in Lieu of that Convenience, if the Dice favour, for each single Cast, you mark 4; and for Doublets 6.

Then as that Part of the Game, called *Gens des Retour*, or the *Back-Game*, which is the latter Part: Next, bearing off your Men, as it is used at *Back-Gammon*, you play your Men as fast as you can, into his Tables, endeavouring to fill up the Points, as at the

Fore-Game; which being done, you bear off your Men; only there is one Diſtinction between this and *Back-Gammon* (noted before) that as Doublets thrown at the laſt Caſt gives conſiderable Advantage to the Gameſter there, it is here of no Value, nor gives any Addition to the Throw.

Note, That if at any Time you break up your Tables, and diſorder your Men, except by gaining 12 Points, you can mark a Hole, it is in your Adverſary's Power to oblige you to hold your Game on ſtill, and to play all the Table-Men you have ſo touched and diſordered to his own Advantage.

Note alſo, That we diſtinguiſh the Single from the Double, in this Manner: If your Adverſary, by his ill Fortune in throwing, has no Points on his Tables marked, altho' your Throw is ſingle, yet ſtill you may mark a double Point; but if otherwiſe, he has ſuch good Luck by the Dice, to have any Point to mark, then he comes double; which you are to take off again, if you can hit him.

Theſe are all the Paſſages that are conſiderable in this Game; which tho' eaſily to be comprehended, by thoſe who divert themſelves with playing often at Tables, and eſpecially ſuch who have any Skill in *Tick-Tack*, of which, this Game is obſerved to make a Compleatment, by adding more Parts and Embelliſhments; yet the moſt ready Way for

for a young Gameſter, who is deſirous to learn it, is to ſee it performed by two Gameſters; and then taking Notice of theſe Inſtructions, he will preſently be let into the Secret.

III. *Of* IRISH.

IRISH is an ingenious *Game*; and requires a great deal of Skill to play it well, eſpecially the *After-Game*, it is thus played:

The Men, which are 30 in Number, are equally divided between you and your Adverſary, and are thus placed: 2 on the Ace-Point, and 5 on the Sice of your Left-Hand Table, and 3 on the Cinque, and 5 on the Ace-Point of your Right Hand Table, anſwered on the like Points, by your Adverſary's Men, with the ſame Number; or thus, 2 of your Men on the Ace-Point, 5 on the Double-Sice, or Sice-Cinque Point, 3 on the Cinque-Point in your Tables, and 5 on the Sice-Point at Home; and all theſe pointed alike by your Adverſary.

In your Play have a Care of being too forward; and be not raſh in hitting every Blot, but with Diſcretion and Conſideration, move ſlowly, but ſecurely; by which Means, tho' your Adverſary has filled his Tables, but with all Blots, and you by hitting him, enter, you may win the Game; nay, ſometimes, tho' he hath borne his Men all to a very few.

It is the Part of a prudent Commander, as he leads out his Men, to bring them home as safe as possible: So must you have a Care of your Men as you are bringing them home, that they are not picked up by the Way.

Have a special Care that your Adversary double not the Trey-Ace-Point with his Men; and so make what convenient Haste you can to fill up your own Tables, and beware of blotting: That done, bear as fast as you can.

For an *After-Game*, I know not what Instructions to give: You must herein trust to your own Judgment, and the Chance of the Dice; and if they run low for some Time, it will be so much the better.

IV. *Of* BACK-GAMMON.

YOUR Men are placed as at *Irish*; and this Game differs but very little from That, but in Doublets; which, at *Back-Gammon*, is played four-fold, and makes a quicker Dispatch of the Game, than *Irish*.

Be sure to make good your Trey-Ace-Points hit boldly, and come away as fast as you can; to which End, if your Dice run high, you will make the quicker Dispatch.

When you come to bearing, have a Care of making when you need not; and Doublets now will stand you most in Stead.

If

If both bear together, he who is firſt off without Doublets, wins 1.

If both bear, and one goes off with Doublets, he wins 2.

If your Table be clear before your Adverſary's Men be come in, that is a *Back-Gammon*, which is 3; but if you thus go off with Doublets, it is 4.

Falſe Dice are much uſed at *Iriſh* and *Back-Gammon*, for the Benefit of entering; wherefore, have a ſpecial Care, that you have not Cinque Duces, and Quatre Treys put upon you; it may quickly be perceived by the running of the Dice.

The Perſon who is cunning at Play, has great Advantage of a Novice, or innocent Man; which is commonly by topping or knapping; which, by its often Practice, may be ſuſpected by his Adverſary: Then he has Recourſe to Dice, which run particular Chances for his Purpoſe; which, the other being ignorant of, is almoſt an equal Advantage with the former. For Example: He provides Dice that run 6, 5, 4; it is his Buſineſs to ſecure thoſe Points: So that if he happens to ſurprize any of your Men coming home, as it is Two to One but he does, he will, without a Miracle, win the Set.

It is poſſible ſometimes they may make uſe of 3 and 2, which are the low Chances; but that they ſeldom do, for this Reaſon, the

high or forward Points being ſupplied, you muſt enter, if at all, upon the low Points; which keeps you backwards, and gives him Advantage. The Advantage of this Game is to be forward, if poſſible, upon ſafe Terms, and to point his Men at ſuch a Rate, that it ſhall not be poſſible for you to paſs, tho' you have entered your Men, till he gives you Liberty, having Two to One the Advantage of the Game.

V. *Of* TICK-TACK.

ALL your Men muſt ſtand on the Ace-Point, and from thence play forward; but have a Care of being too forward, or ſo, at leaſtwiſe, that Doublets reach you not.

Secure your Sice and Cinque-Point, whatever you do, and break them not, unleſs it be when you have the Advantage of going in; which is the greateſt Advantage you can have, next to a Hit: For your Adverſary's 11th Point ſtanding open, you have, it may be, the Opportunity of going in with two of your Men, and then you win a double Game. A Hit is but 1; and that is, when you throw ſuch a Caſt, that ſome one of your Men will reach your Adverſary's unbound, but ſometimes, tho' it hits it, will not paſs, by Reaſon of a Stop in the Way; and then it is nothing. Sometimes it is good, going over into

into your Adverſary's Tables; but it is beſt for an *After-Game*.

Playing cloſe at Home is the ſecureſt Way; playing at length is both raſh and unſafe; and be careful of binding your Men when you lie in Danger of the Enemy. Moreover, if you ſee you are in Danger of loſing a double Game, give your Adverſary 1; if you can, it is better doing ſo than loſing 2.

Here note, if you fill up all the Points of your *ſecond Table* with your own Men, you win 2; and that you may prevent your Adverſary from doing ſo (if you are in Danger thereof) if you can, make a vacant Point in his Tables, and it is impoſſible for him to do it.

This is the plain Game of *Tick-Tack*, which is called ſo from *Touch* and *Take*; for if you touch a Man you muſt play him, tho' to your Loſs; and if you hit your Adverſary, and neglect the Advantage, you are taken with a *Why-not*, which is the Loſs of 1: Likewiſe if you are in, and your Caſt is ſuch that you may alſo go into your Adverſary's 11th Point, by 2 other Men, and you ſee it not, either by Careleſſneſs or eager Proſecution of a Hit, which is apparent before your Eyes, you loſe 2 irrecoverably. Beſides, it is a very great Overſight, as your Men may ſtand, not to take a Point when you may do it.

Now ſome play this Game with *Toots*, *Boveries*, and *Flyers*; *Toots* is, when you fill

up your Table at Home, and then there is required ſmall Throws; for if you get over with a Sice, you have no Benefit of *Toots*.

Boveries, is when you have a Man in the 11th Point of your own Tables, and another in the ſame Point of your Adverſary's, directly anſwering.

Flyers, is when you bring a Man round the Tables before your Adverſary hath got over his *firſt Table*; to the effecting of which there is required very high throwing on your Side, and very low throwing on his.

Much more might be ſaid as to the Craft of the Play, which cannot be ſo well diſcovered, as from Obſervation in your own or others Playing.

VI. *Of* DOUBLETS.

AT *Doublets* the 15 Men are thus placed; upon Six, Cinque, and Quatre, there are 3 Men a-piece; upon Trey, Duce, Ace, but 2 a-piece.

He who throws moſt hath the Benefit of throwing firſt; and what he throws he lays down, and ſo doth the other; what the one throws and hath not, the other lays down for him to his own Advantage; and thus they do till all the Men are down; and then they bear, but not till they are down; he who is down firſt bears firſt, and will doubtleſly win the

the Game, if the other throws not *Doublets* to overtake him. Now he who throws *Doublets* apace, is certain to win; for as many as the *Doublets* are, so many he lays down, or bears. For Example; If 2 *Fours*, he bears 8, and so for the other *Doublets*; and therefore he who can either nap, top, or hath high Runners about him, hath a great Advantage herein.

VII. *Of* SICE-ACE.

FIVE Persons may play at *Sice-Ace* with 6 Men a-piece, they one load another with Aces; Sixes bear only, and Doublets drinks and throws again; so have I often seen some who, for the Lucre of a little Money, have resolved rather to lose themselves than a Penny. It is commonly agreed the last *two*, or the last *out*, shall lose, and the rest shall go free.

VIII. CATCH-DOLT.

AT *Catch-Dolt*, the first throws, and lays down from the Heap of Men without the Tables; what is thrown at, it may be Sice-Duce; if the other throw either Sice or Duce, and draw them not from his Adversary's Tables to the same Point in his own, but takes them from the Heap, and lays the

Ace down, he is *dolted*, and loseth the Game; or if he touch a Man of the Heap, and then recal himself, the Loss is the same. Some by frequent Practice will never be *dolted*, and then they strive who shall fill up their Tables *first*; which done, he who bears them off *first* hath won the Game.

So much for Games *within* the Tables.

GAMES *without the* TABLES.

I. *Of* INN *and* INN.

INN and *INN* is a Game formerly very much used, and may be played by *two* or *three* Persons, each having a *Box* in his Hand. It is played with *four* Dice. You may drop what you will, Sixpences, Shillings, or Guineas; every *Inn* you drop, and every *Inn* and *Inn* you sweep all; but if you throw out, if but *two* play, your Adversary wins all; if *three* that Out is a *Bye* between the *two* other Gamesters, which they may either divide or throw out for it. Here you are to observe that *Out* is when you have thrown no Doublets on the *four* Dice; *Inn* is when you have thrown *two* Doublets of any Sort, as *two* Aces, *two* Duces, *two* Kings, *&c.* *Inn* and *Inn* is, when you throw all Doublets, whether all of a Sort, or otherwise, *viz.* *Four* Aces, *four* Duces, or

four Cinques, or *two* Aces, *two* Duces, *two* Treys, *two* Quatres, or *two* Cinques, *two* Sixes, *&c.*

Your Battle may be fought for as much or as little as you will, from 20*s.* to 20*l.* and ſo onwards, to 2000*l.* which Battle is not ended, till all the Money be won: And it is frequently ſeen, that in a Battle of 10*l.* a Gentleman hath been reduced to 5*s.* and yet hath won the Battle at laſt.

For a Gameſter, who would win without hazarding much of his Money, Dice that will run very ſeldom otherwiſe but 6, 5, 4, are very neceſſary. If thoſe Inſtruments are not to be had, a Taper-Box will not be amiſs; that as the Dice are thrown in, may ſtick by the Way, and ſo thrown to Advantage. I have been told of one of theſe Sharpers, who cauſed a Box to be made, not as they are uſually ſcrewed within, but ſmooth; and procured it to be ſo well painted and ſhadowed within, that it looked like a ſcrew'd Box: Now, this Box was but half boared wide at the Top, and narrow at the Bottom, that the Dice, as aforeſaid, might ſtick, and the Box being ſmooth, would come out without tumbling. With this Box he went and played at *Inn* and *Inn*, by Virtue whereof, and his Art of taking up and throwing his Dice into the Box, he got the firſt Night 1000*l.* and the next Night 200*l.* a Year (with a Coach and

Six Horſes) and enjoys the Eſtate to this Day, with great Improvements; and never would handle a Die ſince, well knowing how many worthy Families it hath ruined.

II. *Of* PASSAGE.

PASSAGE is a Game at Dice to be played at but by Two Perſons; and it is performed with 3 Dice. The Caſter throws continually, till he hath thrown Doublets under 10, and then he is out, and loſeth; or Doublets above 10, and then he *paſſeth*, and wins. High Runners are moſt requiſite for this Game, ſuch as will rarely run any other Chance, than 4, 5, or 6; by which Means, if the Caſter throws Doublets, he can ſcarcely throw out. There is the ſame Advantage of the ſmooth taper Box, aforeſaid, in this Game, as at *Inn* and *Inn*, with the like Benefit of the Dice, whether by *palming*, *topping*, *ſlurring*, or *knapping*.

III. *Of* HAZARD.

THIS Game is moſt properly denominated; for it makes a Man, or undoes him, in the twinkling of an Eye; either a Man, or a Mouſe.

It is played but with Two Dice; 20 Perſons may be engaged, or as many as will.

There

There are two Things herein, chiefly to be obſerved, *viz.* The *Main* and *Chance:* The *Chance* is the Caſter's, and the *Main* the Setter's. There can be no *Main* thrown above 9, nor under 5: So that 5, 6, 7, 8, and 9, are all the *Mains* which are flung at *Hazard*; Chances and Nicks, are from 4 to 10: Thus 4 is a Chance to 9, 5 to 8, 6 to 7, 7 to 6, 8 to 5, and 9 and 10 a Chance to 5, 6, 7, and 8: In ſhort, 4, 5, 6, 7, 8, 9, and 10, are *Chances* to any *Main*, if any of theſe nick it not: Now, Nicks are either when the *Chance* is the ſame with the *Main*, as 5 and 5, 6 and 6, 7 and 7, and ſo on; or 6 and 12, 7 and 11, 8 and 12; where note, that 12 is *out* to 9, 7, and 5; and 11 is *out* to 9, 8, 6, and 5: Ames-Ace, and Duce-Ace, are *out* to all *Mains* whatever.

That I may the better illuſtrate this Game, it will not be amiſs, to give one Example, for your better Information: 7 is the *Main*; the Caſter throws 5, and that is his Chance; and ſo hath 5 to 7: If the Caſter throws his own Chance, he wins all the Money ſet him; but if he throws 7, which was the *Main*, he muſt pay as much Money as is on the Table: If again, 7 be the *Main*, and the Caſter throws 11, that is a Nick, and ſweeps away all the Money on the Table; but if he throws a Chance, he muſt wait which will come firſt. *Laſtly*, if 7 be the *Main*, and the Caſter throws

throws *Ames-Ace*, *Duce-Ace*, or 12, he is *out*; but if he throw from 4 to 10, he hath a Chance, tho' they are accounted the worſt Chances on the Dice, as 7 is reputed the beſt and eaſieſt *Main* to be flung: Thus it is in 8 or 6, if either of them be the *Main*, and the Caſter throws either 4, 5, 7, 9, or 10, this is his Chance, which if he throw firſt, he wins, otherwiſe loſeth; if he throw 12 to 8, or 6 to the ſame Caſt with the *Main*, he wins; but if *Ames-Ace*, or *Duce-Ace* to all, he loſeth; or if 12, when the *Main* is either 5 or 9. Here nothing nicks 5 but 5, nor nothing 9 but 9: 4 and 5 to 7 is the worſt Chance; becauſe 4 (nicknamed by the Sharpers, *Little Dick Fiſher*) and 5 have but *two* Chances, Trey-Ace and *two* Duces, or Trey-Duce and Quatre-Ace. Whereas, 7 hath *three* Chances, Cinque Duce, Sice-Ace, and Quatre-Trey; in like Condition is 9 and 10, having but *two* Chances, Sice-Trey, Cinque and Quatre, or Sice-Quatre, and *two* Cinques.

Now, 6 and 8, one would think, ſhould admit of no Difference in Advantage with 7; but if you will rightly conſider the Caſe, you will find a great Advantage in 7, over 6 and 8. How can that be? you will ſay. Hath not 6, 7, and 8, *eight* equal Chances? For Example: In Sice, Quatre-Duce, Cinque-Ace, and *two* Treys; in 8, *ſix* Duces, Cinque-Trey, and *two* Quatres: And hath

not

not 7 *three*, as aforesaid? It is confessed. But, pray consider the Disadvantage in the Doublets, *two* Treys, and *two* Quatres, and you will find that Sice-Duce is sooner thrown, than *two* Quatres; and so consequently Cinque-Ace, or Quatre-Duce, sooner than *two* Treys.

I saw an old Rook once take up a young Fellow in a Tavern upon this very Bet: The Bargain was made, that the Rook should have 7 always, and the young Gentleman 6, and throw continually. To Play they went, the Rook won the first Day 10*l.* and the next Day the like Sum, and so for six Days together, losing in all, 60*l.* Notwithstanding the Gentleman, I am confident, had fair Dice, and threw them always himself. And farther to confirm what I alledged before, not only this Gamester, but many more have told me, that they desired no greater Advantage than this Bet, of 7 to 6. But it is the Opinion of most, that at the first Throw the Caster hath the worst of it.

Hazard is certainly the most bewitching Game that is played on the Dice; for when a Man begins to play, he knows not when to leave off; and having once accustomed himself to it, he hardly ever after minds any Thing else.

So much for Games *without* the *Tables*.

IV. *Of* BILLIARDS.

THIS polite Amuſement is tranſplanted from *Italy*; and for the Excellency of the Recreation is much approved of, and played by moſt Nations in *Europe*, eſpecially in *England*, there being few Towns of Note, which have not a publick Billiard-Table. But there are very few Billiard-Tables which are found true; and therefore ſuch as are exactly levelled, are highly valued by a good Player; for at a falſe Table, it is impoſſible for him to ſhew the Excellency of his Art and Skill, whereby Bunglers many times, by knowing the Windings and Trick of the Table, have ſhamefully beat a very good Gameſter, who at a true Table would have given him Odds.

There is belonging to the Table an Ivory *Port*, which ſtands at one End; and an Ivory *King* at the other, *two* ſmall Ivory *Balls* and *two* Sticks (called Maſts). If your Balls are not compleatly round, you can never expect good Proof in your Play. The Maſts are made of *Brazil*, *Lignumvitæ*, or ſome other weighty Wood, which at the broad End are tipped with Ivory; if the Heads happen to be looſe, you will never ſtrike a ſmart Stroke; but that Defect is eaſily perceived by the hollow Deadneſs of your Stroke, and faint running of your Ball.

The

The Game is 5 by Day-light (or 7, if Odds be given) and 3 by Candle-light, or more, according to Odds, in Houſes that make a Livelihood thereof: But in Gentlemens Houſes there is no ſuch Reſtriction; for the Game may juſtly admit of as many as the Gameſters pleaſe to make.

For the Lead, you are to ſtand on the one Side of the Table, oppoſite to the *King*, with your *Ball* laid near the Cuſhion, and your Adverſary on the other in like Poſture; and he that with his Stick makes his Ball come neareſt the *King*, leads firſt.

The Leader muſt have a Care, that at the firſt Stroke, his Ball touch not the End of the Table, leading from the *King* to the *Port*; but after the firſt Stroke, he need not fear to do it; and let him ſo lead, that he may either be in a Poſſibility of *Paſſing* the next Stroke, or ſo cunningly lie, that he may be in a very fair Probability of *Hazarding* his Adverſary's Ball, the very Stroke he plays after him.

The Conteſt is, who ſhall paſs firſt, and in that Strife, there are frequent Opportunities of Hazarding one another; and it is very pleaſant to obſerve, what Policies are uſed in hindering one another from the *Paſs*, as by turning the *Port* with a ſtrong clever Stroke; for if you turn it with your Stick, it muſt be ſet right again; but indeed more properly, he

he who doth it ſo ſhould loſe 1. Sometimes it is done (when you ſee it is impoſſible to *paſs*) by laying your *Ball* in the *Port*, or before your Adverſary's *Ball*, and then all he can do is to *paſs* after you. If he has *paſſed*, and you dare not venture to *paſs* after him, for fear he ſhould in the Interim touch the *King*, and ſo win the End, you muſt wait upon him, and watch all Opportunities to *Hazard* him, or *King* him; that is, when his *Ball* lies in ſuch a Manner, that when you ſtrike, his *Ball* may hit down the *King*, and then you win 1.

But, if you ſhould *King* him, and your *Ball* fly over the Table, or elſe run into a *Hazard*, then you loſe 1.

The Player ought to have a curious Eye, and very good Judgment, when he either intends to *King* his Adverſary's *Ball*, or *Hazard* it, in taking or quartering out juſt ſo much of the *Ball* as will accompliſh either; which Obſervation muſt be noted in *paſſing* on your Adverſary's *Ball*, or Corner of the *Port*. Some I have obſerved ſo ſkilful at this Game, that if they have had leſs than a 5th Part of a *Ball*, they would rarely miſs *King* or *Hazard*.

As this is a genteel Paſtime, ſo there are Laws or Orders made againſt lolling, ſlovenly Players, who by their Forfeitures, they may be reduced to Regularity and Decency; wherefore be careful you lay not your Hand

on

on the Table when you ſtrike, or let your Sleeve drag upon it, if you do, it is a Loſs; if you ſmoak, and let the Aſhes of your Pipe fall on the Table, whereby oftentimes the Cloth is burnt, it is a Forfeiture; but that ſhould not ſo much deter you from it, as the Hindrance ſmoaking is to your Play.

When you ſtrike a long Stroke, hold your Maſt neatly between your two Fore-Fingers and your Thumb, then ſtrike ſmartly, and by aiming right, you may, when you pleaſe, either fetch back your Adverſary's *Ball* when he lies fair for a *Paſs*, or many Times when He lies behind the *King*, and You at the other End of the Table, you may *King* him backward.

If you lie cloſe, you may uſe the ſmall End of your Maſt, or the Flat of the big End, raiſing up one End over your Shoulder, as you ſhall think more convenient for your Purpoſe.

Have a Care of *Raking*; for if it be not a Forfeiture, it is a Fault hardly excuſable; but if you touch your *Ball* twice, it is a Loſs.

Beware when you jobb your *Ball* through the *Port*, with the End of your Stick, that you throw it not down; if you do, it is a Loſs; but do it ſo handſomely, that at one Stroke, without turning the *Port*, with your Stick, you effect your Purpoſe: It is good Play to turn the *Port* with your *Ball*, and ſo hinder

hinder your Adversary from *Passing*; neither is it a Fault, if you can, to make your Adversary a Fornicator, that is, having past your self a little Way, and the other's *Ball* being hardly through the *Port*, you put him back again, and it may be quite out of *Pass*.

It argues Policy to lay a *long Hazard* sometimes for your Antagonist, whereby he is often entrapped for rashly adventuring at that Distance, which lies very *near* it, he frequently runs *in* himself, by reason of that great Distance.

There is great Art in lying covertly, that is, to lie at bo-peep with your Adversary, either subtilly to gain a *Pass* or *Hazard*.

Here Note, If your Adversary has not passed, and lies up by the *King*, you may endeavour to *Pass* again; which if you do, and touch the *King*, it is two; but if thrown down you lose. Some instead of a *King*, use a String and a Bell, and then you need not fear to have the End, if you can *Pass*. This is, in my Judgment, bungling Play, there being not that curious Art of finely touching at a great Distance a *King*, that stands very ticklishly.

For understanding of the Game thoroughly, peruse the following Orders. But there is no better Way than Practice to make you perfect therein.

ORDERS

ORDERS *to be observed by such as Play at* BILLIARDS.

1. IF the Leader touch the End of the Table with his Ball, at the first Stroke, he loses 1.

2. If the Follower intend to hit his Adversary's Ball, or Pass at one Stroke, he must String his Ball, that is, lay it even with the King, or he loses 1.

3. He that passes thro' the Port, has the Advantage of touching the King, which is 1, if not thrown down.

4. He that passes twice, his Adversary having not passed at all, and touches the King without throwing him down, wins 2 Ends.

5. He that passes not, has no other Advantage than the Hazards.

6. He that is a Fornicator, that is, has passed thro' the Back of the Port, he must pass twice thro' the Fore-part, or he cannot have the Advantage of passing that End.

7. He that hits down the Port or King, or Hazards his own Ball, or strikes either Ball over the Table, loses 1.

8. He that Hazards his Adversary's Ball, or makes it hit down the King, winneth the End.

9. If

9. If Four Persons play, Two against Two, he that mistakes his Stroke, loses 1, to that Side he is of.

10. He that after both Balls played, removes the Port without Consent, or strikes his Ball twice together, or that his Adversary's Ball touch his Stick, Hand, Cloaths, or plays his Adversary's Ball, loses 1.

11. He that sets not one Foot upon the Ground when he strikes his Ball, shall lose an End; or the same, if he lays his Hand or Sleeve on the Cloth.

12. A Stander-by, tho' he Bets, shall not instruct, direct, or speak in the Game, without Consent, or being first asked; if after he is advertised hereof, he offend in this Nature, for every Fault he shall instantly forfeit Two-pence, for the Good of the Company, or not be suffered to stay in the Room.

13. He that plays a Ball, while the other runs; or takes up a Ball before it lie still, loses an End.

14. He that removes the Port with his Stick, when he strikes his Ball, and thereby prevents his Adversary's Ball from passing loses an End.

15. All Controversies are to be decided by the Standers-by, upon asking Judgment. Whoever breaks the King, forfeits 1 *s.* for the Port 10 *s.* and each Stick 5 *s.*

The

The ORDERS of a *BILLIARD TABLE*, very Ancient.

1. THE leading Ball *the* upper End *mayn't hit*,
For if it does, it loſes one *by it:*
2. *The* Follower *with the* King *lie* even *ſhall*,
If he does paſs, *or* hit *the other's Ball*;
Or elſe loſe One: *The like, if either lay*
Their Arm or Hand on Board when they do play.
3. *That Man wins* one *who with the other's Ball*
So ſtrikes the King, that he doth make him fall.
4. *If ſtriking at a Hazard both run* in,
The Ball ſtruck at *thereby an* End *ſhall win.*
5. *He loſes* one *that down the* Port *does fling*;
The like does he that joſtles down the King.
6. *He that in Play the adverſe Ball ſhall touch*
With Stick, Hand, or Cloaths, forfeits juſt as much.
7. *And he that* twice *has* paſs'd *ſhall touch the King,*
The other not paſs'd *at all ſhall two Ends win.*
8. *If both the Balls over the Table fly,*
The Striker of them loſes one *thereby.*
And if but one *upon the Board attend,*
The Striker's ſtill the Loſer of the End.
9. *One Foot upon the Ground muſt ſtill be ſet,*
Or one End's loſt, if you do that forget;

And

And if you twice ſhall touch a Ball e're he
Hath ſtruck between, an End for him is free.

10. *If any Stander-by ſhall chance to Bet,*
And will inſtruct, he then muſt pay the Set.

11. *The Port or King being ſet, who moves the* ſame,
With Hand or Stick, ſhall loſe that End or Game.

12. *He that can touch, being paſs'd, or ſtrike the other*
Into the Hazard, is allow'd another.

13. *If any Stander-by ſhall ſtop a Ball,*
The Game being loſt thereby, he pays for all.

14. *If any* Paſs *be ſtricken back again,*
His Paſs *before ſhall be accounted vain.*

15. *He that breaks any Thing with Violence,* King, Port, *or* Stick, *is to make good th' Offence.*

16. *If any not the Game doth fully know,*
May ask another whether it be ſo.
Remember alſo when the Game you win,
To ſet it up for fear of wrangling.

17. *He that doth make his Ball the King light hit,*
And holes the other, ſcores two Ends for it.

V. *Of French* BILLIARDS.

SO called from their Manner of playing the Game, which is only with *Maſts* and *Balls*: *Port* and *King* being now wholly laid aſide.

The

The *Balls* uſed at *Billiards*, as played after the *French* Manner, are much larger than thoſe above-mentioned; and the Rules of the *Game* are as follow, *viz.*

ORDERS *to be obſerved at the* French *BILLIARD-TABLE.*

I. FOR the Lead, put the Ball at one End, and play to be neareſt the Cuſhion next to you.

II. The neareſt to the Cuſhion ſhall lead, and chuſe which Ball he pleaſes.

III. If the Leader holes himſelf at the firſt Stroke, he loſes the Lead.

IV. He who follows the Leader, muſt ſtand within the Corner of the Table.

V. He who plays upon the running Ball, loſeth 1.

VI. He who toucheth the Ball twice, loſeth 1.

VII. He who toucheth both Balls, loſeth 1.

VIII. He who holes both Balls, loſeth 2.

IX. He who ſtrikes upon his Adverſary's Ball, and holes himſelf, loſeth 2.

X. He who plays againſt the Ball, not ſtriking it, but holes himſelf, loſeth 3.

XI. He who does not hit his Adverſary's Ball, loſeth 1.

XII. He who ſtrikes both Balls over the Table, loſeth 2.

XIII. He who ſtrikes his Ball over the Table, and does not hit his Adverſary's Ball, loſeth 3.

XIV. He who retains the End of his Adverſary's Stick when playing, loſeth 1.

XV. He who plays another's Ball without Leave, loſeth 1.

XVI. He who takes up his Ball without Permiſſion, loſeth 1.

XVII. He who ſtops the Ball, when running, loſeth 1; and if near the Hole, he loſeth 2.

XVIII. He who blows upon the Ball, when running, loſeth 1; and if near the Hole, he loſeth 2.

XIX. He who ſhakes the Table when the Ball is running, loſeth 1.

XX. He who ſtrikes the Table with the Stick, or plays before his Turn, loſeth 1.

XXI. He who throws the Stick upon the Table, and hits the Ball, loſeth 1.

XXII. If the Ball ſtands upon the Edge of the Hole, and after falls in, it is *Nothing*, but muſt be ſent where it was before.

XXIII. If any Perſon, not being one of the Gameſters, ſtops a Ball, the Ball muſt ſtand in the Place where it was ſtopt.

XXIV. He who plays without a Foot upon the Ground, loſeth 1.

XXV. He who leaves the Game before it is ended, loſeth it.

XXVI.

XXVI. Any Gameſter may change his Stick in Play.

XXVII. If any Perſon breaks a *Stick*, or the *Mace*, he muſt pay Six-pence for the *Stick* and two Shillings for the *Mace*.

XXVIII. If any Difference ariſe about falſe Play, the Marker of the Game muſt decide it.

XXIX. Thoſe Perſons who do not play, muſt not ſtand near the Table, but give the Gameſters Room enough to play.

XXX. Whoever lays any Bet, and is not a Player himſelf, muſt not give any Advice relating to the Game.

I now draw to a Concluſion of this Treatiſe; but think it very proper to note, *it is my Duty to remind you*, That in the general Courſe of Play there is no Safety in any Game whatever.

I ſhall inſtance a remarkable Piece of Knavery, that is well known to the Town, tho' at preſent not much thought of, which was committed a few Years paſt by a Perſon who was grown weary of leading a ſolitary Life behind the Counter, ſo turned Gentleman at large, in Expectation of making his Fortune much quicker than by dint of Labour and Induſtry. He ſoon became Maſter in the Art and Myſtery of *Billiards*, as will appear by the Sequel of the Story.

R. and *B.* two Perſons of Diſtinction, made it their Diverſion to meet every Day in *Pall-Mall*, and paſs away many Hours at *Billiards*, which brought a vaſt Concourſe of People together to ſee them play, tho' at the firſt Outſet they played but for Trifles. *R.* was a better Player than *B.* therefore to make the Match as equal as poſſible, *R.* gave *B.* One; which really made every Game ſo uncertain, that any one might have had his Choice, altho' it were for 100 *l.* At length they came to play for conſiderable Sums; which took Wind, and drew all the Sharpers about the Town to the Place.

This Match continued ſome Time with little or no Advantage to either Side: The Sharpers took *R*'s Side, knowing him to be the better Player; and he was always ſedate and cool, win or loſe; yet it did not anſwer their Expectations, the Games were always precarious, and betting Money that way was thought to be like licking Honey off of Thorns; they reſolved therefore to ſtand neuter till an Expedient could be found out to cauſe *B.* to beat *R.* and it was not long before they effected it, as will appear inſtantly. You muſt know, that both *R.* and *B.* bought their own Sticks, and were ſo very curious, that they had Drawers, with Lock and Key, made for each of them to put their Sticks into, in the *Billiard* Room.

After

After many Debates how these Sharpers were to take-in the whole Company, the Person that quitted the Counter (whom I shall call *E.*) was thought the propereſt Person to put this Design in Execution.

The first Step he took was to possess himself of *R*'s favourite Stick, which he constantly played with. Notwithstanding the Lock and Key, he took it away unknown to any but his Companions; he had prepared an Instrument, made for the purpose, to shave or pare away each End of the Stick, and leave, in the Center, a Rising undiscernable to the Eye of the most Curious, and then put the Stick again in its Place.

When *R.* came afterwards to play with the Stick, *B.* beat him several advantageous Games; for *R.* frequently used to hit *B*'s Ball on the wrong Side, so put himself in, imagining all this Time that his Hand was out, not in the least suspecting the Fault to lie in the Stick: The Confederacy by this had their Ends, and pushed on the Victory. At last the Man of the House (not being in the Secret, and having lost his Money by backing *R.*) suspected the Cheat; and upon Enquiry, he found out the Cause, and strait acquainted *R.* with it; which surprized him mightily for the present, perfectly knowing *B.* to be a Man of more Honour than to be capable of acting such a Part. *R.* finding

himſelf thus ſurrounded by Thieves and Sharpers, never came to the Houſe afterwards: This, you may believe, cauſed ſome Talk and Noiſe in the Town; but the Affair ended thus: Every one kept what they had got, the Man of the Houſe loſt both his Money, and two very great Benefactors; and all the Satisfaction that he ever got, was, at laſt, to find out the Place where *E.* had bought the Inſtrument.

To conclude: "The Sons of our Nobility, and the Heirs to large and plentiful "Eſtates, eſpecially thoſe who become too "early their own Maſters, are the Victims "of Sharpers; they are made the Prey of "thoſe reaſoning Savages, thoſe Man-hunters, that form vile Aſſociations with an "Intent to overturn as many honeſt Societies as they can; and only live in Peace "together, by being united in a Confederacy to ſpread Deſolation and Confuſion "amongſt the beſt Families in the Kingdom. "The very Heads of ſuch Families may "not improperly be called the *Game* of "(what they with a juſt Deriſion of their "own Vileneſs term) the *Gambling Fraternity.*"

SOME

SOME DIVERTING AMUSEMENTS UPON THE CARDS.

I. *To find out among* several *Cards*, one, *that another has* thought *of.*

HAVING taken out of the Pack, a certain Number of Cards, and laid them on the Table, before the Perſon who is to fix his *Thought* upon ſome particular Card, placing them in a regular Order, beginning with the Lowermoſt, and ranging the one above another, with their Figures and Points upwards, and counting them readily, that you may find out the Number, which for *Example*, we ſhall ſuppoſe to be *twelve* Cards; bid him keep in Mind the Number that expreſſes the Order of the Card he has *thought* of, namely, *one*, if he has *thought* of the *firſt*, *two*, if he has *thought* of the *ſecond*; *three*, if he has *thought* of the *third*, *&c.*

Then lay the Cards one above another, upon the reſt of the Pack, *firſt*, that which was ſhewn *firſt* upon the Table, and that *laſt* which was *laſt* ſhewn. Then aſk the Number of the Card *thought* of, which we ſhall here ſuppoſe to be *four*, that is, the *fourth* Card in Order of laying down, is the Card *thought* of. Lay your Cards with their Faces up on the Table, one after another, beginning with the uppermoſt, which you are to reckon *four*, the Number of the Card *thought* of; ſo the ſecond, next to it, will be *five*, and the third under that, *ſix*, and ſo on, till you come to *twelve*, the Number of the Cards you firſt pitched upon to ſhew the Perſon; and you will find the Card which the Number *twelve* falls to, to be the Card *thought* of.

II. Several *Parcels of* Cards *being propoſed or ſhewn to as many different Perſons, to the End that each Perſon may* think *upon* one, *and keep it in his Mind*; *how to gueſs the* reſpective *Card which each Perſon has* thought *of.*

Let us ſuppoſe there are *three* Perſons in Company, and *three* Cards ſhewn to the firſt Perſon, that he may *think* upon *one* of them, and theſe *three* Cards laid aſide by themſelves; then *three* other Cards held before the *ſecond* Perſon,

Perſon, for the ſame End, and likewiſe laid apart; and at laſt *three* different Cards again to the *third* Perſon, to the ſame End, and likewiſe laid apart. This done, turn up the firſt *three* Cards, laying them in *three* Stations; upon theſe *three*, lay the next *three* other Cards that were ſhewn to the *ſecond* Perſon; and above theſe, again the *three* laſt Cards: Thus you have your Cards in *three* Parcels, each of which conſiſts of *three* Cards. Then aſk each Perſon in what Parcel is the Card he thought of; after which it will be eaſy to diſtinguiſh; for the *firſt* Perſon's Card will be the firſt of his Heap; and in like Manner the *ſecond*'s will be the ſecond in his; and the *third* Perſon's Card will be the third in his.

III. Several *Cards being ſorted into* three *equal Heaps, how to gueſs the* Card *that* any one thinks *of.*

It is evident that the Number of Cards muſt be diviſible by *three*, ſince the *three* Parcels are equal. Suppoſe then there are 36 Cards, by Conſequence there are 12 in each Parcel; as in what Parcel is the Card *thought upon*; then put all the Heaps together, ſo as to put that which contained the Card *thought upon* between the other *two*; then deal the 36 Cards again into *three* equal

Hands, obſerving that Order of the *firſt* Card to the *firſt*, the *ſecond* to the *ſecond*, the *third* to the *third*, the *fourth* to the *firſt* again, and ſo round, dealing 1 Card at a Time, till the Cards are dealt off. Then aſk again, in what Heap is the Card *thought upon*, and after laying together the Cards, ſo as to put that which contained the Card between the other *two*, deal off again, as you did before, into *three* equal Parcels. This done, aſk once more, what Parcel the Card is in, and you will eaſily diſtinguiſh which is it; for it lies in the Middle of the Heap to which it belongs, that is, in this Example is the *ſixth* Card; or if you will, to cover the Artifice the better, you may lay them all together, as before, and the Card will be in the Middle of the whole, that is, the eighteenth.

IV. *To gueſs the* Number *of a* Card *drawn out of a* Picquet-Stock, *conſiſting of* 32 *Cards.*

After any Perſon has drawn what Card he pleaſes, you may know how many Points are in the Card thus drawn, by reckoning every Knave *two*, Queen *three*, and King *four*, and the reſt according to the *Number* of their Points; then looking upon the reſt of the Cards, one after another, add the *Points* of the *firſt* Card to the *Points* of the *ſecond*,

ſecond, and the Sum to the *Points* of the *third*, and ſo on, till you come to the laſt Card; taking Care all along to throw out 10, when the Number exceeds it; upon which Account you ſee it is needleſs to reckon up the *Tens*, ſince they are to be thrown out; only you muſt always add 4 to the laſt Sum, in order to have another Sum, which being *ſubtracted* from 10, if it be leſs, or from 20, if it be more, the Remainder will be the *Number* of the Card drawn: ſo that if 2 remain, it is a *Knave*, if 3 a *Queen*, if 4 a *King*, and ſo on.

V. *To gueſs the Number of the* Points *or* Drops, *of* Two *Cards drawn out of a Pack.*

Whoever draws 2 Cards out of the *Pack* bid them add to each of the Cards drawn, as many other Cards as his *Number* is under 25, which is a Moiety of the Pack, wanting 1, fixing upon each faced Card what *Number* he pleaſes; if the *firſt* Card be 10, add to it 15 Cards: and if the *ſecond* Card laid be 7, add to it 18 Cards; ſo that in this *Example*, there will remain but 17 Cards in the *Pack*, the whole *Number* taken out amounting to 35; then taking the Remainder of the *Pack* into your Hands, and finding they are but 17, conclude that 17 is

the *Joint-Number* of all the *Points* of the 2 Cards drawn.

To cover the *Artifice*, you need not touch the Cards, but order the *Drawer* to *ſubtract* the *Number* of the *Points* of each of the 2 drawn Cards from 26, which is a Moiety of the *Pack*, and direct him to add together the 2 *Remainders*, and acquaint you with the Sum, that you may *ſubtract* it from 52 the *Number* of the whole *Pack*, the *Remainder* of that being what is enquired after.

For *Example*, Suppoſe a 10 and a 7 are the Cards drawn, take 10 from 26, and there will remain 16; and if you take 7 from 26, the Remainder is 19. The Addition of the two *Remainders* 16 and 19, amount to the Sum of 35, which *ſubſtracted* from 52, leaves 17, for the *Number* of the *Points* of the *Two* drawn CARDS.

THE

THE COMPLEAT GAMESTER.

PART III.

The GENTLEMAN'S DIVERSION, *in the Arts and Myſteries of* Riding, Racing, Archery, *and* Bowling.

Of RIDING.

AS an Introduction to the Art of RIDING, I think it requiſite to treat of the taming of a young Colt: In order hereunto, obſerve, that after your Colt hath been eight or ten Days at home, and is reduced to that Familiarity that he will endure currying without ſhewing Averſion thereunto, and will ſuffer his Keeper to handle and ſtroke him in what Part of the Body he thinketh beſt, then it is Time to offer him the Saddle; firſt laying it in the Manger, that he may ſmell to it, and thereby grow acquainted with it, uſing all other Means, that

that he may not be afraid either at the Sight thereof, or at the Noiſe of the Stirrups. Having gently put on the Saddle, take a ſweet watering Trench waſh'd and anointed with Honey and Salt, and ſo place it in his Mouth, that it may hang directly about his Tuſh, ſomewhat leaning thereon: Having ſo done, which muſt be in a Morning after dreſſing, then lead him out in your Hand, and water him abroad; then bring him in; and after he hath ſtood rein'd a little upon his Trench, an Hour, or thereabouts, then unbridle and unſaddle him, and give him Liberty to feed till Evening, and then do as before; having cheriſhed him, dreſs and clothe him for the Night.

The next Day do as you did before, and after that, put on him a ſtrong Muſrole, or ſharp Cavezan and Martingale, which you muſt buckle at that Length, that he may only feel it when he jerketh up his Head, then lead him forth into ſome new plow'd Land, or ſoft Ground, and there having made him trot a good while about in your Hand, to take him off from Wantonneſs and wild Tricks, offer to mount, which if he then refuſe trot him again in your Hand, then put your Foot into the Stirrup, and mount half Way, and diſmount again; if he ſeem diſtaſted at it, about with him again, and let him not want Correction; but if he take it patiently,

patiently, cheriſh him, and place your ſelf in the Saddle, but ſtay there a very little while, then cheriſh him again, and give him Bread or Graſs to feed on; then having ſeen all Things fit and ſtrong without Offence to your ſelf and Horſe, remount him, placing your ſelf even in the Saddle, carrying your Rod inoffenſively to his Eye; then let ſome Perſon, having in his Hand the Chaff-halter, lead him a little Way, then make him ſtand, and having cheriſh'd him, let him forward again; do this ſeven or eight Times, or ſo often till you have brought him of his own Accord to go forward, then muſt you ſtay and cheriſh him, and having brought him home, alight gently, then dreſs and feed him well.

Obſerve this Courſe every Day till you have brought him to trot, which will be but three at the moſt, if you obſerve to make him follow ſome other Horſeman, ſtopping him now and then gently, and then making him go forward, remembring his ſeaſonable Cheriſhings, and not forgetting his due Corrections as often as you find him froward and rebellious; and when you ride him abroad, return not the ſame Way home, that you may make him take all Ways indifferently: And by theſe Obſervations you will bring him to underſtand your Will and Purpoſe in leſs than a Fortnight's Time.

* Having

Having brought your Horſe to receive you to his Back, trot fore-right, ſtop and retire with Patience and Obedience, be never unmindful of your *Helps*, *Corrections*, and *Cheriſhings*, which conſiſt in the *Voice*, *Bridle*, *Rod*, *Calves of the Legs*, and *Spurs*; the laſt of which is chief for Correction, which muſt not be done faintly, but ſharply, when Occaſion ſhall require it.

Cheriſhings may be comprehended within three Heads; the Voice delivered ſmoothly and lovingly, as, *ſo*, *ſo Boy*, *ſo*; then the Hand by clapping him gently on the Neck or Buttock: Laſtly, the Rod by rubbing him therewith upon the Withers of the Main, in which he very much delights.

The next that you are to regard, is the Muſrole or Cavezan and Martingale; this is an excellent Guide to a well-diſpoſed Horſe for ſetting of his Head in due Place, forming of his Rein, and making him appear lovely to the Eye of a Spectator; and withal this is a ſharp Correction when a Horſe jerketh up his Noſe, diſorders his Head, or endeavours to run away with his Rider.

The Manner of placing it is thus: Let it hang ſomewhat low, and reſt upon the tender Griſtle of the Horſe's Noſe, that he may be the more ſenſible of Correction; and let it not be ſtrait, but looſe, whereby the Horſe may feel, upon the yielding in of his Head, how

how the Offence goeth from him, and by that Means be made ſenſible, that his own Diſorder was his only Puniſhment.

You muſt carefully obſerve how you win your Horſe's Head, and by thoſe Degrees bring his Martingale ſtraiter and ſtraiter, ſo as the Horſe may ever have a gentle Feeling of the ſame, and no more, till his Head be brought to its true Perfection, and there ſtay.

When you have brought your Horſe to ſome Certainty of Rein, and will trot forthright, then bring him to the treading forth of the large Rings. If your Horſe's Nature be ſlothful and dull, yet ſtrong, trot him firſt in ſome new plow'd Field; but if agile, and of a fiery Spirit, then trot him in ſome ſandy Ground, and there mark out a ſpacious large Ring, about an hundred Paces in Circumference. Having walk'd him about it on the Right ſeven or eight Times, you muſt then by a little ſtraitning of your Right Rein, and laying the Calf of your Left Leg to his Side, making a half Circle within your Ring, upon your Right Hand down to the Center thereof, and then by ſtraitning a little your Left Rein, and laying the Calf of your Right Leg to his Side, making another Semi-circle to your Left Hand from the Center to the utmoſt Verge; which two Semi-circles contrary turned, will make a perfect *Roman* S within the Ring; then keep your firſt large Circumference,

Circumference, walk your Horſe about in your Left Hand, as oft as you did on your Right; and then change within your Ring as you did before, to your Right Hand again; and then trot him firſt on the Right Hand, then on the Left, as long as you ſhall think convenient, either one, two, or three Hours, to perfect him in his Leſſon; and this muſt be done every Morning and Evening too, if you find your Horſe ſlothful and dull; otherwiſe you need not take ſo much Pains with him.

Having taught him to trot the large Rings perfectly, which will not require above four or five Days; then in the ſame Manner and Changes make him gallop the ſame Rings, making him take up his Feet ſo truly and loftily, that no Falſhood may be perceived in his Stroke, but that his inward Feet play before his outward, and each of a Side follow the other ſo exactly, that his Gallop may appear the beſt Grace of all his Motions.

Here *Note*, You muſt not enter him all at once to gallop this great Ring, but by Degrees; firſt a Quarter, then half a Quarter, *&c.* ever remembring not to force him into it with the Spur, but by the Lightneſs and Cheerfulneſs of your Body let him paſs of his own accord into a Gallop.

Helps, Corrections, and Cheriſhings, in the Ring-turn, are as aforeſaid; the Elevation

tion of the Voice, and the threatning of the Rod, and ſtraitning of the Bridle, are good Helps, which you muſt uſe as you muſt the Spur, Rod, and Leg, for timely due Corrections: Neither muſt you ever cheriſh without Deſert.

Having made your Horſe gallop as well as trot the large Ring, then teach him to ſtop fair, comely, and without Danger, after this Manner: Firſt, having cheriſh'd him, bring him into a ſwift Trot forward about fifty Paces; then draw in your Bridle-hand ſtraitly and ſuddenly, which will make him gather up his hinder and fore-Legs together, and thereby ſtand ſtill: Then eaſe your Hand a little, that he may give backward; which if he doth, give him more Liberty, and cheriſh him: Having given a little Reſpite, draw in your Bridle-hand, and make him go back three or four Paces, at which if he ſtrike, inſtantly eaſe your Hand, and draw it up again, letting him come and go till he yield and go backward; but if he refuſe it, let ſome Perſon ſtanding by, put him back, and then cheriſh him, that he may know your Intention. Thus every Time you ſtop, make him retire, till you have perfected him in theſe two Leſſons at one Time.

Have a Care that the Ground be not ſlippery where you ſtop, but firm and hard, leſt the Horſe, apprehenſive of the Danger of falling,

falling, refuse to stop as you would have him.

When your Horse can stop well, and retire, you must then teach him to advance before, when he stoppeth; a Lesson that carrieth much Grace and Comelinesss therein; it is performed in this manner: After you have stopped your Horse, without giving your Hand any Ease, lay the Calves of both your Legs to his Sides, shaking your Rod, and crying, *Up*, *up*; which though he understand not at first, yet by frequent Practice, with Helps, Cherishings, and Corrections, as aforesaid, he will come to understand your Meaning. But be sure you look narrowly to the Comelinesss of the Advancing, which consists in taking up his Legs both even together, bending them inward to his Body; next his Advance must not be too high, for fear of his coming over upon you; but let him couch his hinder-Loins close to the Ground, but by no Means suffer him to sprawl or paw with his Feet forward. Lastly, He must not advance for his own Pleasure (for that is a great Fault) but for your's, according to your Will and Command.

If in Advancing he rise too high, ready to come over, or sprawl, or paw, give him not only your Spurs both together, but lash him twice or thrice with your Rod between his Ears, and if he advanceth of his own accord,

cord, then jerk him over the Knees, doing ſo as often as he commits thoſe Faults.

Now the Uſe of Advancing is this; it not only graceth all his other Leſſons, but makes his Body agile and nimble, and fits him for ready turning; it is moſt uſed at Stopping, and then very gracefully.

In the next Place, you muſt teach your Horſe to yerk out behind, after this manner: As ſoon as you have made him ſtop, preſently give him a Jerk under his Belly, near his Flank, which will make him underſtand you in Time, tho' not preſently. At firſt doing cheriſh him much, and having let him pauſe, make him do it again, till he will do it as often as you will have him: But above all, look to the Comelineſs of his Yerking, for it is not graceful for him to yerk out his hinder-Legs till his fore-Legs be above the Ground; and ſee that he yerk not one Leg farther than the other, but both being together, and not too high, or one Leg out whilſt the other is on the Ground.

Helps in Yerking, are the conſtant ſtaying of his Mouth on the Bridle, the Stroke of the Rod under his Belly, or a gentle Touch thereof on his Rump.

If he refuſe to yerk, or doth it diſorderly, then a ſingle Spur on that Side that is faulty; and laſtly continual diſeaſing him till he hath done it.

Now,

Now, to teach him to turn readily on both Hands, is firſt to bring his large Rings into a narrower Compaſs, that is, about four Yards in Circumference, walking your Horſe therein with all Gentleneſs, and at his own Pleaſure, till he is acquainted therewith: After this, carry your Bridle-hand conſtant, and ſomewhat ſtrait, the outmoſt Rein ſtraiter than the inmoſt, making the Horſe rather look from the Ring, than into it; and thus trot him about, firſt on the one Side, then on the other, making your Changes as aforeſaid. Thus exerciſe him an Hour and half, then ſtop and make him advance three or four Times together, then retire in an even Line, afterwards ſtand ſtill and cheriſh him: Having pauſed a while to recover Breath, exerciſe him as aforeſaid, ſtill endeavouring to bring his Trot to all the Swiftneſs and Loftineſs poſſible, making him to do his Changes roundly and readily, and cauſing him to lap his outmoſt Leg, ſo much over his inmoſt Leg, that he may cover it more than a Foot over: And thus exerciſe him ſeven or eight Days, every Morning at leaſt three Hours, and ſuffer him only to practiſe his former Leſſons once in a Morning; in this manner you teach your Horſe three Leſſons together, the *Terra à Terra*, the *Incavalere*, and the *Chambletta*.

The

The Turn *Terra à Terra* in the outmoſt Circle of the ſtrait Ring, and the *Incavalere* and *Chambletta* in the Changes, wherein he is forced to lap one Leg over another, or elſe to lift up the inmoſt Leg from the Ground, whilſt he brings the outmoſt over it: This Leſſon is ſo difficult, that a compleat Horſeman ſhould think his Horſe hath never perfectly learn'd it; and therefore he muſt continually practiſe his Horſe in treading, trotting, and galloping theſe narrow Rings; and from thence to paſs them about in Ground-falts, as from taking up his fore-Legs from the Ground both together, and bringing his hinder-Feet in their Place, and ſo paſſing the Ring as often as the Strength of the Horſe and your own Reaſon will allow of.

Thus you ſee the perfecting your Horſe in the large Ring will eaſily introduce him into the Knowledge of the ſtrait Ring, and that brings him to turn perfectly, and Stopping begets Retiring, and Retiring, Advancing.

Having brought your Horſe to this Perfection, take off his *Muſrole* and *Trench*, and in their ſtead put on his Head a gentle *Cavezan*, in ſuch manner that it lie on the tender Griſtle of his Noſe, ſomewhat near the upper Part of his Noſtrils; put in his Mouth a ſweet ſmooth Cannon-bit, with a plain watering Chain, the Check being of a large Size; let the *Kirble* be thick, round and large,

large, hanging loosely upon his nether Lip, so that it may entice him to play therewith.

Having so done, mount, casting the Left Rein of your *Cavezan* over the Horse's Right Shoulder, and bearing it with your Thumb, with the Reins of the Bit in your Left Hand; let the Right Reins of the *Cavezan* be cast over the Left Shoulder, and bear it with the Rod in your Hand, and so trot him forth the first Morning about two Miles in the Highway, making him now and then stop and retire, and gather up his Head in its due Place; the next Day bring him to his former large Rings, and perfect him therein with the Bit, as you did with the Snaffle all the foregoing Lessons, which is more easily done, by reason the Bit is of better Command, and of sharper Correction.

The next Thing we shall speak of (to avoid every Thing that is not very pertinent to our Purpose) is the *Turning-Post*, which must be smooth and strong, and very well fix'd in the Center of the strait Ring; and then causing some Person to stand at the Post, give him the Right Rein of your *Cavezan* to hold about the Post, and so walk or trot your Horse about the same as oft as you think fit on your Right Hand: Then change your Right Rein for your Left, and do as before. Continue thus doing till your Horse be perfect in every Turn. Having so done, teach

him

him to manage (the proper Posture for a Sword) which is thus perform'd: Cause two Rods to be prick'd in the Earth, at what Distance you shall think fit from one another; then walk your Horse in a straight Ring about the first on your Right Hand, passing him in an even Furrow down to the other Rod, and walk about that also in a narrow Ring on your Left Hand, then thrust him into a gentle Gallop down the even Furrow, till you come to the first Rod, and there make him stop (as it were) and advance without Pause or Intermission of Time; thrust him forward again, beat the Turn *Terra à Terra* about on your Right Hand; then gallop forth-right to the other Rod, and in the same Manner beat the Turn-about on the Left Hand; do this as often as you shall think convenient. Though there are many sorts of Managers, yet I hold but two necessary and useful, and that is this already described, called, *Terra à Terra*, and *Incavalere*, or *Chambletta* afore-mention'd. As for the *Career*, I need not speak much thereof, only this, when you run him forth-right at full Speed, stop him quickly, suddenly, firm, and close on his Buttock, and mark that you make not your Career too long, nor too short; the one weakens, and the other hinders the Discovery of his true Wind and Courage; therefore let not the Length of your Career extend

above ſix-ſcore Yards; and be ſure you give him ſome little Warning by your Bridle-hand, before you ſtart him, and then ſtop him firmly and ſtrongly.

Thus much for the War-Horſe, or great Saddle.

Of the Horſe of Pleaſure.

IF you will make your Horſe to bound aloft, you muſt firſt trot about ſixteen Yards, then ſtop him, and when he hath advanced twice, ſtraiten a little your Bridle-hand, and then give him the even Stroke of both your Spurs together hard, which at firſt will only amaze him; but if he have good Mettle and Courage, he will at length riſe from the Ground by often doing it; if he doth it, tho' but little, cheriſh him very much, then let him Pauſe, and give him your Spurs again, and if he acts according to your Deſire, cheriſh him again: Make him do thus three or four times a Day, till he is ſo perfect that he will do it at any Time at your Spurs Command.

Next teach him to Corvet, thus; hollow the Ground a Horſe's Length, where two Walls join together, then place a ſtrong ſmooth Poſt by the Side of the Hollowneſs of a Horſe's Length, likewiſe from the Wall; then over-againſt the Poſt faſten an Iron Ring

at

at the Wall ; this done, ride your Horſe into the hollow Place, and faſten one of the Reins of the Cavezan to the Ring, and the other about the Poſt ; then (having firſt cheriſhed your Horſe) make him advance by the Help of the Calves of your Legs, twice or thrice together, then let him pauſe ; after this (cheriſhing him again) advance him half a Score times together, and daily increaſe his Advancings, till you perceive he hath got ſuch a Habit therein, that he will by no Means go forward, but keeping his Ground certain, advance both before and behind of an equal Height, and keep juſt and certain Time with the Motions of his Legs ; and if he raiſe his hinder Legs not high enough, you muſt have ſome body behind, who having a Rod, muſt gently jerk him on the Fillets, to make him raiſe his hinder Parts. By taking this Courſe, in a few Days you will ſo teach your Horſe to Corvet, that without any Helps, at any Time and Place, you may make him Corvet at your Pleaſure.

I need not ſpeak of the *Capriole*, ſince it is the ſame Manner of Motion as the *Corvet*, only it is done forward, gaining Ground in the Salt, raiſing his hinder Parts as high or higher than the foremoſt.

If you wou'd have your Horſe go ſide-long on either Hand, you muſt draw up your Bridle-hand ſtrait ; and if you would have him

go on the Right Hand, lay your Left Rein close to his Neck, and the Calf of your Leg close to his Side, making him put his Left Leg over his Right; then turning your Rod backward, gently jerking him on the Left hinder Thigh, make him bring his hinder Parts to the Right Side also, and stand in an even Line as at first; then make him move his Fore-parts more than before, so that he may, as it were, cross over the even Line, and then make him bring his hinder Part after, and stand in an even Line again; and this do till by Practice he will move his fore-Parts and hinder-Parts both together, and go sidelong as far as you please; and if you would have him go on the Left-hand, do as before.

To conclude, these are the most material Lessons requisite to be taught any Horse whatever, either for Service or Pleasure, which, if taught with Care and Patience, you may conclude your Horse perfect and compleat. But be sure you observe this, that whatsoever Lesson your Horse is most imperfect in, with that Lesson, even when you ride, begin and end; repeating every one over, more or less, lest want of Use breed Forgetfulness, and Forgetfulness absolute Ignorance.

Of RACING.

FOR the compleating a Gentleman's Delight in the Art of *Racing*, he is to take special

ſpecial Cognizance of theſe ſubſequent Rules and Orders.

Firſt, He is to conſider what is the moſt convenient Time to take his Horſe from Graſs, which is about *Bartholomew-tide*, the Day being dry, fair, and pleaſant; as ſoon as he is taken up, let him ſtand all that Night in ſome convenient dry Place to empty his Body; the next Day put him into a Stable, and feed him with Wheat-Straw, but no longer; for tho' the Rule be good in taking up Horſes Bellies after this Manner, yet if you exceed your Time in ſo doing, this Straw will ſtraiten his Guts, heat his Liver, and hurt his Blood; therefore what you want in Straw, let it be ſupplied by riding him forth to Water Morning and Evening, Airings, and other moderate Exerciſe. And for his Food, let it be good old ſweet Hay, and clothe him according to the Weather and Temper of his Body: For as the Year grows colder, and thereby you find his Hair riſe and ſtare about his Neck, Flanks, or other Parts, then add a woollen Cloth, or more, if need require, till his Hair fall ſmooth. Where note, *That a rough Coat ſhews want of Cloth, and a ſmooth Coat Cloth enough.*

A Race-Horſe ought to be dreſſed on his reſting Days twice a Day, before his Morning and Evening Watering, and muſt be done after this Manner: Curry him from the

Tips of his Ears to the setting on of his Tail, all his Body entirely over with an Iron Comb, his Legs under the Knees and Gambrels excepted; then Dust him and Curry him high again all over with a round Brush of Bristles, then Dust him the second Time, and rub all the loose Hair off with your Hands dipt in fair Water, and continue rubbing till he is as dry as at first, then rub every Part of him with a Hair Cloth; and lastly, rub him all over with a white Linnen Cloth; then pick his Eyes, Nostrils, Sheath, Cods, Tuel and Feet very clean, then clothe him and stop him round with Wisps.

There is no better Water for a Race-Horse, than a running River or clear Spring, about a Mile and half from the Stable, near some level Ground, where you may gallop him afterwards; having scoped him a little, bring him to the Water again, then scope him and bring him again, so often till he refuse to drink more for that Time; after this, walk him home, clothe and stop him up round with great soft Wisps, and having stood an Hour upon the Bridle, feed him with sound Oats, dry'd either by Age or Art. If your Horse be low of Flesh, or hath a bad Stomach, add one Third of Beans to two Parts of Oats, and that will recover both.

The next Food you shall give him shall be better and stronger, and it is Bread, which you

you muſt make after this Manner: Take two Buſhels of Beans, and one of Wheat, and grind them together; then boult thro' a fine Range, the Quantity of half a Buſhel of pure Meal, and bake it in three Loaves, and the reſt ſift through a Meal-Sieve, and knead it with Water and good Store of Barm, and bake it in great Loaves: With the coarſer Bread feed your Runner on his reſting Days, and with the finer againſt the Days of his Exerciſe and greateſt Labour.

The Times of his feeding upon the Days of his Reſt, muſt be after his coming from Water in the Morning, an Hour after Mid-day, after his Evening Watering, and at Ten a-Clock at Night; but upon his labouring Days, two Hours after he is throughly cold, outwardly and inwardly, as aforeſaid.

Let his Hay be dry and ſhort; if it be ſweet no Matter how coarſe it is, for if it be rough it will ſcour his Teeth. As for the Proportion of his Food, I need not preſcribe a Quantity, ſince you muſt allow him according to the Goodneſs and Badneſs of his Stomach.

His Exerciſe ought to be thrice a Week, and it muſt be more or leſs, according to the Condition of his Body; for if it be foul, exerciſe him moderately to break his Greaſe; if clean, you may do as you think fit, having a Care that you diſcourage him not, nor abate his Mettle; and after every Exerciſe, give

him that Night, or the next Morning, a Scouring; the beſt I know to purge a Horſe from all Greaſe, Glut, or Filth whatever, is this; Take three Ounces of Anniſeeds, ſix Drams of Cummin-ſeeds, a Dram and half of Carthamus, two Drams of Fenugreek-ſeed, and of Brimſtone an Ounce and an half; beat all theſe to fine Powder, and ſearſe them; then take of Sallad-Oyl, ſomewhat more than a Pint, a Pound and half of Honey, and a Pottle of white Wine, then with fine white Meal knead it well into a ſtrong Paſte, and keep it by you, it will laſt a long Time; when you uſe it, diſſolve a Ball thereof in a Pail of fair Water, and give it him to drink after Exerciſe, in the Dark, leſt diſcolouring the Water, the Horſe refuſe to drink. This is an excellent Scouring, and a Remedy for all internal Diſtempers.

Now after Exerciſe, cool him a little abroad before you bring him home, then houſe him and litter him well, rubbing him with dry Cloths till there be never a wet Hair about him, then clothe and wiſp him well.

Here note, before you air your Horſe, it will be requiſite to break a raw Egg into his Mouth, for it will add to his Wind. If he be fat, air him before Sun-riſe, and after Sun-ſet; but if lean, let him have as much Comfort of the Sun as you can. Courſing in his Cloaths ſometimes to make him ſweat is not

not irrequiſite, ſo it be moderately done; but when without his Cloaths, let it be ſharp and ſwift.

Let his Body be empty before he courſe; and to waſh his Tongue and Noſtrils with Vinegar, or to piſs in his Mouth e'er you back him, is wholſome; having cours'd him, clothe him after he hath taken Breath, and ride him home gently.

To be ſhort, whatever is here defective in the right ordering of a Race-Horſe, your own Judgments may eaſily ſupply. All that you have to do, is to be careful when to take him up, how to clothe him and dreſs him, when and how to feed and water, what and how much Exerciſe is requiſite, either by airing or courſing, and his ordering after Exerciſe, and what Scourings are moſt requiſite; and that I may add a little more to your Knowledge, and conclude this Subject, take theſe general Rules and Inſtructions.

1. Courſe not your Horſe hard, at leaſt four or five Days before you run your Match, leſt the Soreneſs of his Limbs abate his Speed.

2. Except your Horſe be a foul Feeder, muzzle him not above two or three Nights before his Match, and the Night before his bloody Courſes.

3. As you give your Horſe gentle Courſes, give him ſharp ones too, that he may as well find Comfort as Diſpleaſure thereon.

4. Upon the Match-Day let your Horſe be empty, and that he take his Reſt undiſturbed till you lead him out.

5. Shoe your Horſe every Day before you run him, that the Pain of the Hammer's Knocks may be out of his Feet.

6. Saddle your Horſe on the Race-Day in the Stable, before you lead him forth, and fix both the Pannel and the Girths to his Back and Sides with Shoemaker's Wax, to prevent all Dangers.

7. Lead your Horſe to his Courſe with all Gentleneſs, and give him Leave to ſmell to other Horſes Dung, that thereby he may be enticed to ſtool, and empty his Body as he goes.

8. Laſtly, When you come to the Place where you muſt ſtart, firſt rub his Limbs well, then unclothe him, then take his Back, and the Word given, ſtart him with all Gentleneſs and Quietneſs that may, leſt doing any Thing raſhly, you choak him in his own Wind.

A Race-Horſe ought to have all the fineſt Shapes that may be, but above all Things he muſt be nimble, quick, and fiery, apt to fly with the leaſt Motion. Long Shapes are tolerably good, for tho' they ſhew Weakneſs, yet they aſſure ſudden Speed. The beſt Horſe for this Uſe is the *Arabian Barbary*, or his Baſtard; not but *Gennets* are good, but the *Turks* much better.

Having laid you down all theſe Advan-

tages for ordering your Racer, from his taking up, to the Day of his Running, I hope you will make ſuch good Uſe of them, that if upon an equal Match you ſhould lay your Money on the Heels of your Horſe thus ordered, he ſhall be ſo far from kicking away his Maſter's Stake, that the Nimbleneſs of his Feet ſhall make it double.

I might here inſert the many Subtilties and Tricks there are uſed in making a Match, the Craft of the Betters, with the Knavery of the Riders, but that they are now too generally known by the woful Experience of too many *Racing-Loſers*.

Of ARCHERY.

ARCHERY, as it is a Recreation, ſo it hath been heretofore, and is ſtill in ſome Part of the World very uſeful in military Affairs, but now quite laid aſide by *Engliſh* Men for fighting, there being found out more dextrous and ſpeedy Ways to kill and deſtroy one another.

Yet it is not ſo laid aſide, but that it is uſed by ſome for Paſtime, either at Buts or Rovers, and ſhould not be forgotten by Citizens, as appears by the Continuance of that ancient Cuſtom for every Lord Mayor to ſee the Prize performed by ſhooting annually with the pound Arrow.

Certainly this ſhooting in the long Bow is very healthful for the Body, by extending the Limbs, and making them pliant; and it hath been neceſſary for a Common-wealth, in the Defence and Preſervation of the Country; but ſince it is ſo little us'd now a Days, I ſhall abbreviate my Diſcourſe.

There are theſe Rules to be obſerved for ſhooting in the long Bow.

Firſt, He muſt have a good Eye to behold and diſcern his Mark, and knowing Judgment to underſtand the Diſtance of Ground, to take the true Advantage of a Side-wind, and to know in what Compaſs his Arrow muſt fly; and a quick Dexterity, to give his Shaft a ſtrong, ſharp, and ſudden Looſe.

Secondly, He muſt in the Action itſelf ſtand fair and upright with his Body; his Left Foot a convenient Stride before his Right, both his Hams ſtiff, his Left Arm holding his Bow in the midſt ſtretch'd ſtrait out, and his Right Arm, with his firſt three Fingers and his Thumb, drawing the String to his Right Ear, the Notch of his Arrow reſting between his Fore-Finger and Middle-Finger of his Right Hand, and the Steel of his Arrow below the Feathers, upon the middle Knuckle of his Fore-Finger on his Left Hand; he ſhall draw his Arrow cloſe up to the Head, and deliver in an Inſtant without hanging on the String.

The

The beſt Bow is either *Spaniſh* or *Engliſh* Yew; the beſt Shaft is of Birch, Sugar-cheſt, or Brazil, and the beſt Feathers grey or white.

There are three Marks to ſhoot at, *Buts*, *Pricks*, or *Rovers*.

The firſt is a level Mark, and therefore you muſt have a ſtrong Arrow with a broad Feather.

The ſecond is a Mark of ſome Compaſs, yet moſt certain in the Diſtance, therefore you muſt have nimble ſtrong Arrows, with a middle Feather, all of one Weight and Flying.

The laſt, which is the *Rover*, is uncertain, ſometimes longer, ſometimes ſhorter, and therefore requires Arrows lighter or heavier, according to the Diſtance of Shooting.

If you want Strength by debilitation in the Arm or Back, you may reap the ſame Pleaſure by uſing the Croſs-Bow, with which you may ſhoot at *Buts*, *Pricks*, or *Rovers*.

Of COCK-FIGHTING.

COcking is a Sport or Paſtime ſo full of Delight and Pleaſure, that I know not any Game in that reſpect is to be preferr'd before it; and ſince the *Fighting-Cock* hath gain'd ſo great an Eſtimation among the Gentry, in reſpect to this noble Recreation, I ſhall here propoſe it before all the other Games, of which I have afore ſuccinctly diſcourſed; that therefore I may methodically give Inſtructions

ſtructions to ſuch as are unexperienced, and add more Knowledge to ſuch who have already gain'd a competent Proficiency in this pleaſing Art, I ſhall, as briefly as I can, give you Information how you ſhall chuſe, breed, and diet the *Fighting-Cock*, with what choice Secrets are thereunto belonging, in order, thus.

Of the Choice of FIGHTING-COCKS.

IN the Election of a *Fighting-Cock* there are four Things principally to be conſider'd, and they are *Shape*, *Colour*, *Courage*, and *Sharp-Heel*.

Firſt, as to his Shape, You muſt not chuſe him neither too ſmall, nor too large; the firſt is weak and tedious in his fighting, and the other unweildy and not active, and both very difficult to be match'd; wherefore the middle-ſiz'd Cock is the proper Choice for your Purpoſe, being eaſily match'd, and is both ſtrong and nimble.

His Head ought to be ſmall, with a quick large Eye, and a ſtrong Back, and (as Maſter *Markham* obſerves) muſt be crockt and big at the ſetting on, and in Colour ſuitable to the Plume of his Feathers, whether black, yellow, or reddiſh, *&c.* The Beam of his Leg muſt be very ſtrong, and according to his Plume, blue, grey, or yellow, his Spurs rough, long and ſharp, a little bending and looking inward.

Secondly,

Secondly, His Colour ought to be either grey, yellow, or red, with a black Breaſt; not but that there are many other colour'd Piles very excellent good, which you muſt find out by Practice and Obſervation, but the three former, by the Experience of moſt, found ever the beſt; the py'd Pile may ſerve indifferently, but the White and Dun are rarely found good for any thing.

Here Note, That if your Cock's Neck be inveſted with a Scarlet Complexion, it is a Sign he is ſtrong, luſty, and couragious; but on the contrary, if pale and wan, it denotes the Cock to be faint, and in Health defective.

Thirdly, You may know his Courage by his proud upright ſtanding, and ſtately Tread in walking; and if he croweth very frequently in the Pen, it is a couragious Demonſtration.

Fourthly and laſtly, His narrow Heel, or ſharpneſs of Heel, is known no other-ways than by Obſervation in Fighting, and that is when upon every riſing he ſo hits that he extracts Blood from his Opponent, gilding his Spurs continually, and every Blow threatning immediate Death to his Adverſary.

Here note, That it is the Opinion of the beſt *Cock-Maſters*, that a ſharp-heel'd Cock, tho' he be ſomewhat falſe, is better than a true Cock with a dull Heel: And the Reaſon is this, the one fights long, but ſeldom wounds; the other carrieth a Heel ſo fatal, that every

Moment

Moment produceth an Expectation of the Battle's Concluſion; and tho' he is not ſo hardy as to endure the utmoſt Hewing, ſo commonly there is little occaſion for it, being a quick Diſpatcher of his Buſineſs: Now, ſhould your Cock prove both hardy and narrow-heel'd, he is the beſt Cock you can make choice of.

To conclude, make your Choice of ſuch a one that is of *Shape* ſtrong, of *Colour* good, of *Valour* true, and of *Heel* ſharp and ready.

How to breed a Game-Cock.

WHatever you do, let your Hen be of a good Complexion; that is to ſay, rightly plumed, as black, brown, ſpeck'd, grey, griſſel, or yellowiſh; theſe are the right and proper Colours for a Hen of the Game; and if ſhe be tufted on the Crown it is ſo much the better, for that argues Courage and Reſolution; and if ſhe have the addition of Weapons, they conduce very much to her Excellency.

Let her Body be large and well poked behind, for the Production of large Eggs; you will do well to obſerve how ſhe behaveth herſelf to her Chickens, whether friendly or frowardly, and take eſpecial Notice of her Carriage and Deportment among other Hens; if ſhe will receive Abuſes from them without

Revenge,

Revenge, or ſhew any thing of Cowardiſe, value her not, for you may aſſure yourſelf her Chickens will be good for nothing.

By the way, take this Obſervation, confirmed by the Opinions of the beſt *Cock-Maſters* both Ancient and Modern, that a right Hen of the Game from a Dunghil Cock will bring forth very good Chickens, but the beſt Cock from a Dunghil-Hen will never get a Bird that's fit for the Game: Wherefore, if you intend to have a good Breed, get perfect Cocks for your perfect Hens.

The beſt Seaſon for breeding is, from the Increaſe of the Moon in *February*, to the Increaſe of the ſame in *March*. Let her Neſt be ſo placed that ſhe may not be diſturbed by the Sight of any other Fowl, which frequently ſo raiſeth her Choler, that the Eggs are in great Danger; let the Compoſure of her Neſt be made of ſoft ſweet Straw, and let it ſtand in ſome warm Place, for ſhe is a Bird that is very tender.

The next Thing that you are to obſerve is, whether ſhe turn her Eggs often or not; if ſhe is remiſs therein, you muſt ſupply her Duty; but if ſhe ſave you the Labour, prize her more than ordinary. And that ſhe may not ſtraggle too far from her Eggs, being neceſſitated to ſeek abroad for Food, and ſo cool her Eggs, it will be altogether needful for you to ſet by her ſuch neceſſary Food as

you

you ſhall think fit, with ſome fair Water; and that ſhe may bathe and trim herſelf at her Pleaſure, in the Place where ſhe ſitteth, let there be Sand, Gravel, and Aſhes finely ſifted.

The Hen hatcheth her Chickens commonly after one and twenty Days; obſerve in the Hatching to take thoſe newly hatch'd, and wrapping them in Wool, keep them warm by the Fire-ſide, till the reſt are diſcloſed: Being all hatch'd, put them under the Hen, and be ſure to keep her warm, and ſuffer not your Hen and Chickens to ſtraggle abroad till they are above three Weeks old; and let the Room wherein they walk be boarded, for all other Floors are either too moiſt, or too cold.

Let their Walk be in ſome Graſs-court, or ſome Green-place, after they are a Month old, that they may have the Benefit of feeding on Worms, and now and then to ſcour themſelves with Graſs and Chick-weed; but be careful they come not near Puddles nor filthy Places, for they engender in Birds of this Nature venomous Diſtempers, which commonly prove fatal: For the Prevention of ſuch Maladies, by way of Antidote, give them every Morning, before they range abroad, the Blades of Leeks chopp'd or minc'd ſmall, and mingled among their uſual Diet: Alſo it will be requiſite to perfume their Room with burnt Penny-royal, or Roſemary.

Obſerve to take this Courſe till their Sexes

are

are distinguishable ; as soon as the Comb or Wattles are discernable, or plainly visible to the Eye, cut them away, and anoint the sore Place with sweet Butter, till it be whole. The Reasons why their Combs or Wattles should be cut so soon, are these : First, If you let them grow till they arrive to their full Bigness, and then cut them, there will follow a great Flux of Blood, and the least Loss of Blood in Feather'd Fowl is very dangerous ; if much, frequently mortal ; moreover, to let them grow thus, causeth gouty thick Heads, with great Lumps ; whereas, if you take them off betimes, as aforesaid, they will have Heads finely small, smooth and slender.

The Time of the Separation of the Cock-Chickens is, when they begin to fight with and peck one another, till which Time you may let them walk with the Hen promiscuously together, but afterwards let their Walks be a-part, and that Walk is best where he may securely and privately enjoy his Hens without the Disturbance and Annoyance of other Cocks, for which purpose Walks at Wind-mills, Water-mills, Grange-houses, Lodges in Parks, and Coney-warrens, are very good Walks, but that the latter is somewhat dangerous, being frequently haunted with Pole-cats, and other Vermin.

Let the Place of feeding be, as near as you can, on soft dry Ground, or on Boards ; if the

the Place be harder, as on paved Earth, or Floors plaiſter'd, it will ſo weaken and blunt their Beaks, that they will be unable to hold faſt.

Here note, That any white Corn is good for a Cock in his Walk, and ſo are white Bread Toaſts ſteeped in Drink, or Man's Urine, which will both ſcour and cool them inwardly.

Let not above three Hens walk with your Cock, for ſhould you ſuffer more, they will tread too much, by reaſon of the Heat of their Nature, and by often treading they will conſume their Strength, and become ſo debilitated, that though they have Courage enough, yet they have not Strength to perform their Parts, as they ought to do in a Battle.

Obſerve the crowing of your Chickens; if you find them crow too ſoon, that is, before ſix Months old, or unſeaſonably, and that their crowing is clear and loud, fit them as ſoon as you can for the Pot or Spit, for they are infallible Signs of Cowardiſe and Falſhood: On the Contrary, the true and perfect Cock is long before he obtains his Voice, and when he hath got it, obſerves his Hours with the beſt Judgment.

Suffer not your Cock to fight a Battle till he is compleat and perfect in every Member, and that is when he is two Years old; for, to fight him when the Spurs are but Warts comparatively, is no Sign of Diſcretion, for you may then probably know his Valour and Courage,

Courage, but you cannot know his Worth and Goodneſs.

In eſpecial Manner take Care, that your Cock's Rooſting-perch be not too ſmall in the Gripe, or ſo ill-placed that he cannot ſit without ſtraddling, or if it be crooked it is bad, for by theſe Means a Cock will be uneven Heel'd, and conſequently no good Striker; and know, that a Perch either maketh or marreth a Cock: To remedy or prevent ſuch Faults, is to have in your Rooſt a Row of little Perches, about eight Inches in length, and ten Inches from the Ground, that the Cock may with more facility aſcend, and being up, is forced to keep his Legs near together: And here take Notice of this Maxim amongſt the beſt Cock-breeders, *That the Cock which is a cloſe Sitter, is ever a narrow Striker.*

Let the Foot-ſtool of the Perch be round and ſmooth, about the Thickneſs of a Man's Arm; or if you will have the beſt Form for a Perch, go viſit the Houſes of the moſt ſkilful Cock-maſters, and from them all gather what is moſt neceſſary for your Purpoſe, by making Inſpection into their Feeding-Pens, and other Places; and let the Ground underneath the Perch be ſoft, for otherwiſe, when he leaps down, he will be apt on a rough and hard Ground to hurt his Feet, inſomuch that they will grow knotty and gouty.

Of

Of dieting and ordering a Cock *for* Battle.

IN the dieting and ordering of a Cock for Battle, conſiſteth all the Subſtance of Profit and Pleaſure; and therefore your cunning Cock-merchants are very cautious of divulging the Secrets (as they call them) of dieting, for on that depends the winning or loſing the Battle, they knowing very well, that the beſt Cock undieted is unable to encounter the worſt that is dieted: Let others be as niggardly as they pleaſe of their Experience and Obſervations, for my Part I ſhall be free, and ſcorn to conceal any thing that may tend to the Propagation of the Art and Myſtery of Cock-fighting; wherefore as to the dieting and ordering of Fighting-Cocks, take theſe Inſtructions following.

The Time of taking up your Cocks is about the latter End of *Auguſt*, for from that Time till the latter End of *May*, Cocking is ſeaſonable and in requeſt, the Summer Seaſon being improper by reaſon of its great Heat.

Having taken them up, view them well, and ſee that they are ſound, hard-feather'd, and full ſumm'd, that is, having all their Feathers compleat; then put them into ſeveral Pens, having a moving Perch therein, to ſet it at which Corner of the Perch you think moſt convenient; the Faſhion and Form of

theſe

these Pens you may have at the House of any Cocker, and therefore I shall give you no Directions how to make them; only be advised to keep your Pens clean, and let not your Cocks want either Meat or Water.

For the first four Days after your Cock is penn'd, feed him with the Crumb of old Manchet, cut into square Bits, about a Handful at a Time, and feed him thrice a Day therewith, that is, at Sun-rising, when the Sun is in his Meridian, and at Sun-setting, and let his Water be from the coldest Spring you can get it.

Having fed your Cock thus four Days, or so long till you think he hath purged himself of his Corn, Worms, Gravel, and other coarse Feeding; then in the Morning take him out of the Pen, and let him *sparr* a while with another Cock: *Sparring* is after this Manner: Cover each of your Cock's Heels with a Pair of *Hots* made of bombasted Rolls of Leather, so covering the Spurs that they cannot bruise or wound one another, and so setting them down on Straw in a Room, or green Grass abroad; let them fight a good while, but by no Means suffer them to draw Blood of one another; the Benefit that accrues hereby, is this, it heateth and chafeth their Bodies, and it breaketh the Fat and the Glut that is within them, and adapts it for Purgation.

Having *sparred* as much as is sufficient, which

which you may know when you ſee them pant and grow weary, then take them up, and taking off their *Hots* give them a Diaphoretick, or Sweating, after this Manner: You muſt put them in deep Straw-baſkets made for the Purpoſe, or for want of them take a Couple of cocking Bags, and fill theſe with Straw half Way, then put in your Cocks ſeverally, and cover them over with Straw to the Top, then ſhut down the Lids, and let them ſweat; but do not forget to give them firſt ſome white Sugar-Candy, chopp'd Roſemary and Butter mingled and incorporated together. Let the Quantity be about the Bigneſs of a Walnut; by ſo doing you will cleanſe him of his Greaſe, increaſe his Strength, and prolong his Breath.

Towards four or five a-Clock in the Evening take them out of their Stoves, and having lick'd their Eyes and Head with your Tongue, and put them into their Pens, and having filled their Throats with ſquare-cut Manchet, piſs therein, and let them feed whilſt the Urine is hot; for this will cauſe their Scouring to work, and will wonderfully cleanſe both Head and Body.

After this, diet your Cocks with a Bread made after this Manner: Of Wheatmeal, and Oatmeal Flour, take of each a Gallon, and knead them into a ſtiff Paſte, with Ale, the Whites of half a ſcore Eggs, and ſome Butter;

Butter; having wrought the Dough very well, make it into broad thin Cakes, and when they are four Days old, cut them into ſquare Pieces; I will not adviſe you to uſe (as ſome imprudently do) Liquorice, Anniſeeds, or rather hot Spices among your foreſaid Ingredients; for they will make a Cock ſo hot at the Heart, that upon the concluding of the Battle, he will be ſuffocated and overcome with his own Heat. In ſhort, that Food is beſt which is moſt conſentaneous to his own natural feeding.

The ſecond Day after his *ſparring*, take your Cock into a fair green Cloſe, and having a Dunghil Cock in your Arms, ſhew it him, and then run from him, that thereby you may entice him to follow, you permitting him to have now and then a Blow, and thus chafe him up and down about half an Hour; when he begins to pant, being well heated, take him up and carry him home, and give him this Scouring; Take half a Pound of freſh Butter, and beat it in a Mortar with the Leaves of *Herb of Grace*, *Hyſſop*, and *Roſemary*, till they all look like a green Salve; give him thereof a Piece as big as a Walnut, and then ſtove him as aforeſaid, till Evening, then feed him according to former Preſcription.

The next Day let him feed and reſt, and ſparr him the next Day after; thus do every other Day, for the firſt Fortnight, either

ſparring or chafing, and after every Heat, a Scouring, which will keep him from being faint and purſy.

Feed him the ſecond Fortnight as you did the firſt, but you muſt not *ſparr* him or *chafe* him above twice a Week, obſerving ſtill, that if you heat him much, you muſt ſtove him long, and give him a greater Quantity of Scouring. When well in Breath, ſlight Heats, ſmall Scourings, and little Stoving will ſerve the Turn.

The third Fortnight (which is a Time ſufficient for ordering a Cock for the Battle) you muſt feed him as aforeſaid, but you muſt not *ſparr* him at all for fear of making his Head ſore, but you may moderately *chafe* him twice or thrice in that Time as aforeſaid, then give him his Scouring, rolled well in brown Sugar-Candy, which will prevent the Scouring from making the Cock ſick; now you may let him fight, having firſt let him reſt four Days, obſerving that he come empty into the Pit.

The right Way of Cock-Matching.

OF all Things have a ſpecial Care how you match your Cock; for ſhould you feed your Cock with never ſo much circumſpect Care and Prudence, it will avail nothing if your Cock be over-matched.

In

In Matching take Notice of these two Things; first, the Length of Cocks; secondly, the Strength of Cocks: For the Length, if your Adversary's be too long, your's shall hardly catch his Head, and so be incapable of endangering Eye or Life; and if he be the stronger he will overbear your Cock, and not suffer him to rise and strike with any Advantage.

The Length you may judge of by the Eye, when you gripe the Cock by the Waist, and make him shoot out his Legs, in which Posture you shall see the utmost of his Height, and so compare them together, being herein governed by your Judgment; his Strength is known by the Thickness of his Body. Take this for a Rule, *That a Cock is ever held the strongest, which is the largest in the Girth.*

You shall know the Dimensions of the *Girth* by the Measure of your Hands, Griping the Cock about from the Points of your great Finger to the Joints of your Thumbs, and either of these Advantages by no Means give your Adversary; if you doubt Loss in the one, be sure to gain in the other; for the weak long Cock will rise at more Ease, and the short strong Cock will give the surer Blow.

How to prepare Cocks *for* Fight.

SINCE all Cocks are not cast in one Mould, the Advantages on either Side

muſt be reconciled by Matching; and having made an equal Match as near as you can, you muſt thus prepare him to fight.

Firſt, With a Pair of fine Cock-Shears cut all his Mane off cloſe unto his Neck from the Head to the ſetting on of the Shoulders: Secondly, Clip off all the Feathers from the Tail cloſe to his Rump, the redder it appears, the better is the Cock in Condition. Thirdly, Take his Wings and ſpread them forth by the Length of the firſt riſing Feather, and clip the reſt Slope-wiſe with ſharp Points, that in his riſing he may therewith endanger an Eye of his Adverſary. Fourthly, Scrape, ſmooth, and ſharpen his Spurs with a Pen-knife. Fifthly, and laſtly, See that there be no Feathers on the Crown of his Head for his Adverſary to take hold of; then with your Spittle, moiſtening his Head all over, turn him into the Pit to move his Fortune.

How to order Cocks *after* Battle, *and how to cure Wounds.*

THE Battle being ended, immediately ſearch your Cock's Wounds, as many as you can find; ſuck the Blood out of them, then waſh them well with warm Urine, and that will keep them from rankling; after this give him a Roll or two of your beſt Scour-

in,g

ing, and ſo ſtove him up as hot as you can for that Night; in the Morning, if you find his Head ſwelled, you muſt ſuck his Wounds again, and bathe them again with warm Urine, then take the Powder of Herb *Robert*, and put it into a fine Bag, and pounce his Wounds therewith; after this give him a good Handful of Bread to eat out of warm Urine, and ſo put him into the Stove again, and let him not feel the Air till the Swelling be fallen.

If he hath received any Hurt in his Eye, then take a Leaf or two of right Ground-Ivy, that which grows in little Tufts in the Bottom of Hedges, and hath a little rough Leaf; I ſay, take this Ivy and chew it in your Mouth, and ſpit the Juice into the Eye of the Cock, and this will not only cure the preſent Malady, but prevent the Growth of Films, Haws, Warts, or the like, deſtructive to the Eye-ſight.

If after you have put out your wounded Cocks to their Walks, and viſiting them a Month or two after, if you find about their Head any ſwollen Bunches, hard and blackiſh at one End, you may then conclude in ſuch Bunches there are unſound Cores, which muſt be opened and cruſh'd out with your Thumbs; and after this, you muſt ſuck out the Corruption, and filling the Holes full of freſh Butter, you need not doubt a Cure.

Cures for some Distempers in a Cock, Chick, *or* Hen *of the* Game.

THE Pip is a white thin Scale growing on the Tip of the Tongue, by which means Poultry in general cannot feed; it is very visible to the Eye, and proceedeth from foul Feeding or want of Water; it is cured by pulling off the Scales with your Nail, and rubbing the Tongue with Salt.

The Roop is a filthy Boyl or Swelling on the Rump of the Cock, Hen, *&c.* and will corrupt the whole Body. It is known by the staring and turning back of the Feathers. For the Cure, you must pull away the Feathers, and open the Sore to thrust out the Core, then wash the Place with Water and Salt, the Cure is effected.

If your Cock or Hen have the Flux, which happeneth by eating too much moist Meat, you may cure them by giving them scalded Pease-bran; but if they cannot mute, anoint their Vents, and give them Corn steep'd in Man's Urine.

Lice is a common Infirmity among them, proceeding from corrupt Food, or for want of bathing in Sand, Ashes, or the like: This Malady you must cure in taking Pepper beaten to Powder, and mixing it with warm Water, wash them therewith. If they are troubled

troubled with ſore Eyes, taking a Leaf or two of Ground-Ivy, and chewing it well in your Mouth, ſpit the Juice thereof into their Eyes, and it will preſently heal. What other Infirmities are incident to theſe Birds of Game, I ſhall leave, and their Cures, to your own Practice and Obſervation.

An Excellent and Elegant Copy of Verses *upon two* Cocks *fighting, by Dr* R. Wild.

GO, you tame Gallants, you that have a Name,
And would accounted be, Cocks of the Game;
That have brave Spurs to ſhew for't, and can crow,
And count all Dunghil Breed that cannot ſhow
Such painted Plumes as your's; which think't no Vice,
With Cock-like-Luſt, to treat your Cockatrice.
Tho' Peacocks, Woodcocks, Weathercocks you be,
If y'are not Fighting-Cocks y'are not for me.
I of two feather'd Combatants will write;
And he that means to th' Life to expreſs their Fight,
Muſt make his Ink the Blood which they did ſpill,
And from their dying Wings muſt take his Quill.

NO ſooner were the doubtful People ſet,
The Match made up, and all that would had bet;
But ſtrait the skilful Judges of the Play
Brought forth their ſharp-heel'd Warriors, and they
Were both in Linnen Bags, as if 'twere meet
Before they dy'd, to have their Winding-Sheet.
Into the Pit they're brought, and being there
Upon the Stage, the *Norfolk* Chanticleer
Looks ſtoutly at his ne'er before ſeen Foe,
And like a Challenger began to crow,
And clap his Wings, as if he would diſplay
His warlike Colours, which were black and grey.

Mean

Mean Time the wary *Wisbich* walks and breathes
His active Body, and in Fury wreathes
His comely Creſt, and often looking down,
He whets his angry Beak upon the Ground.
This done they meet, not like that Coward Breed
Of *Æſop*; theſe can better fight than feed:
They ſcorn the Dunghil, 'tis their only Prize,
To dig for Pearls within each other's Eyes.
They fought ſo nimbly, that 'twas hard to know,
To th' Skilful, whether they did fight, or no;
If that the Blood which dy'd the fatal Floor,
Had not bore Witneſs of't. Yet fought they more;
As if each Wound were but a Spur to prick
Their Fury forward. Lightning's not more quick,
Or red, than were their Eyes: 'Twas hard to know,
Whether 'twas Blood or Anger made them ſo.
I'm ſure they had been out, had they not ſtood,
More ſafe, by being fenced in with Blood.
Thus they vy'd Blows; but yet (*alas*) at length,
Altho' their Courage were full try'd, their Strength,
And Blood began to ebb. You that have ſeen
A watry Combat on the Sea, between
Two angry, roaring, boiling Billows, how
They march, and meet, and daſh their curled Brow;
Swelling like Graves, as tho' they did intend
T'intomb each other e'er the Quarrel end;
But when the Wind is down, and bluſt'ring Weather,
They are made Friends, and ſweetly run together;
May think theſe Champions ſuch; their Blood grows low,
And they, which leap'd before, now ſcarce can go:
Their Wings, which lately, at each Blow they clapp'd,
(As if they did applaud themſelves) now flapp'd.
And having loſt th'Advantage of the Heel,
Drunk with each other's Blood, they only reel:
From either Eyes ſuch Drops of Blood did fall,
As if they wept them for their Funeral.
And yet they fain would fight; they came ſo near,
Methought they meant into each other's Ear

To

To whiſper Wounds; and when they could not riſe,
They lay and look'd Blows int' each other's Eyes.
But now the tragick Part! After this Fit,
When *Norfolk* Cock had got the beſt of it.
And *Wisbich* lay a dying, ſo that none,
Tho' ſober, but might venture Sev'n to One;
Contracting, like a dying Taper, all
His Strength, intending with the Blow to fall,
He ſtruggles up, and having taken Wind,
Ventures a Blow, and ſtrikes the other blind.
And now poor *Norfolk*, having loſt his Eyes,
Fights only guided by Antipathies:
With him (*alas!*) the Proverb holds not true,
The Blows his Eyes ne'er ſaw his Heart muſt rue.
At length, by Chance, he ſtumbled on his Foe,
Not having any Pow'r to ſtrike a Blow.
He falls upon him with his wounded Head,
And makes his Conqu'ror's wings his Feather-Bed:
Where lying Sick, his Friends were very charie
Of him, and fetch'd in Haſte a Pothecary;
But all in vain, his Body did ſo bliſter,
That 'twas uncapable of any Glyſter;
Wherefore, at length, opening his fainting Bill,
He call'd a Scriv'ner and thus made his Will.

IMprimis, *Let it never be forgot,*
My Body freely I bequeath to th' Pot,
Decently to be boil'd, and for its Tomb,
Let it be buried in ſome hungry Womb.
Item. *Executors I will have none,*
But he that on my Side laid Sev'n to One:
And, like a Gentleman that he may live,
To him, and to his Heirs, my Comb I give,
Together with my Brains, that all may know,
That oftentimes his Brains did uſe to crow.
Item. *It is my Will to th' weaker Ones,*
Whoſe Wives complain of them, I give my Stones;
To him that's dull I do my Spurs impart;
And to the Coward I bequeath my Heart:

To

To Ladies that are light, it is my Will,
My Feathers ſhall be given; and for my Bill
I'd giv't a Taylor, but it is ſo ſhort,
That I'm afraid he'll rather curſe me for't:
And for th' Apothecaries Fee, who meant
To give me a Glyſter, let my Rump be ſent.
Laſtly, *becauſe I feel my Life decay,*
I yield and give to Wisbich *Cock the Day.*

Of BOWLING.

BOwling is a Game of Recreation, which if moderately uſed is very healthy for the Body, and would be much more commendable than it is, were it not for thoſe Swarms of Rooks, which ſo peſter Bowling-Greens, Bares, and Bowling-Alleys, where any ſuch Places are to be found, ſome making ſo ſmall a Spot of Ground yield them more annually than fifty Acres of Land ſhall do elſewhere about the City; and this done, cunning, betting, crafty matching, any baſe playing booty.

In Bowling there is a great Art in chuſing out the Ground, and preventing the Windings, Hanging, and many turning Advantages of the ſame, whether it be in open wide Places, as Bares, and Bowling-greens, or in cloſe Bowling-Alleys. Where note, that in Bowling, the chuſing of the Bowl is the greateſt Cunning. Flat Bowls are beſt for cloſe Alleys; round byaſſed Bowls for open

open Grounds of Advantage, and Bowls round as a Ball for Green Swarths that are plain and level.

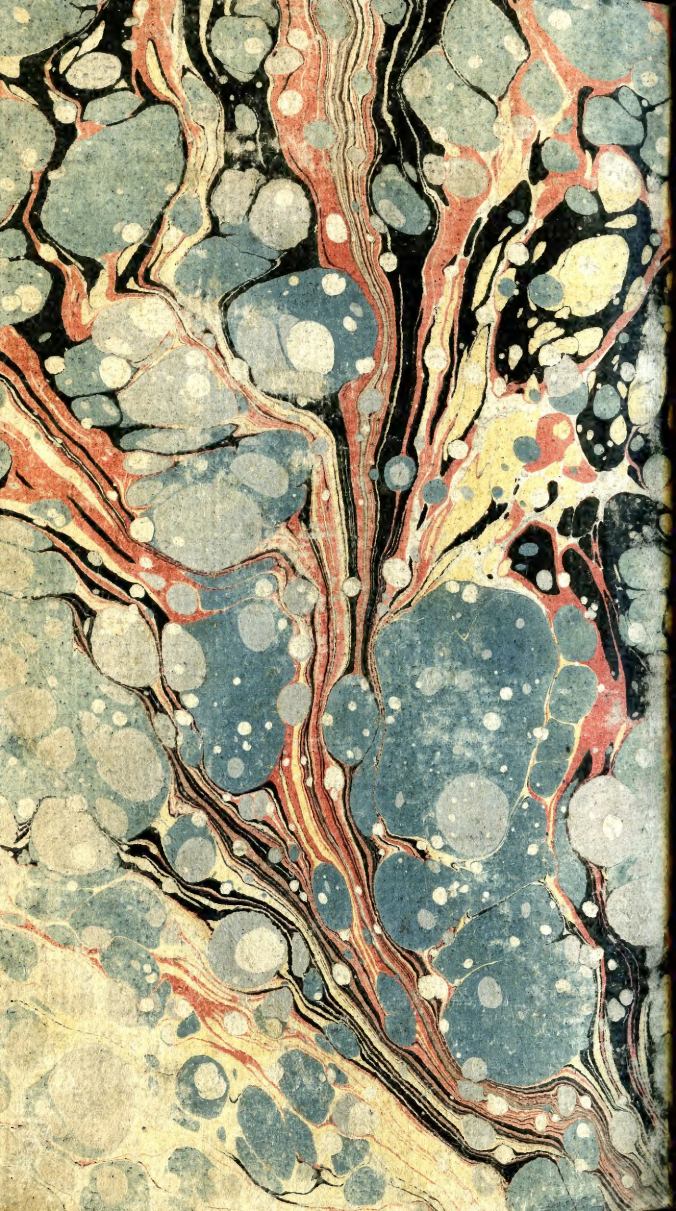
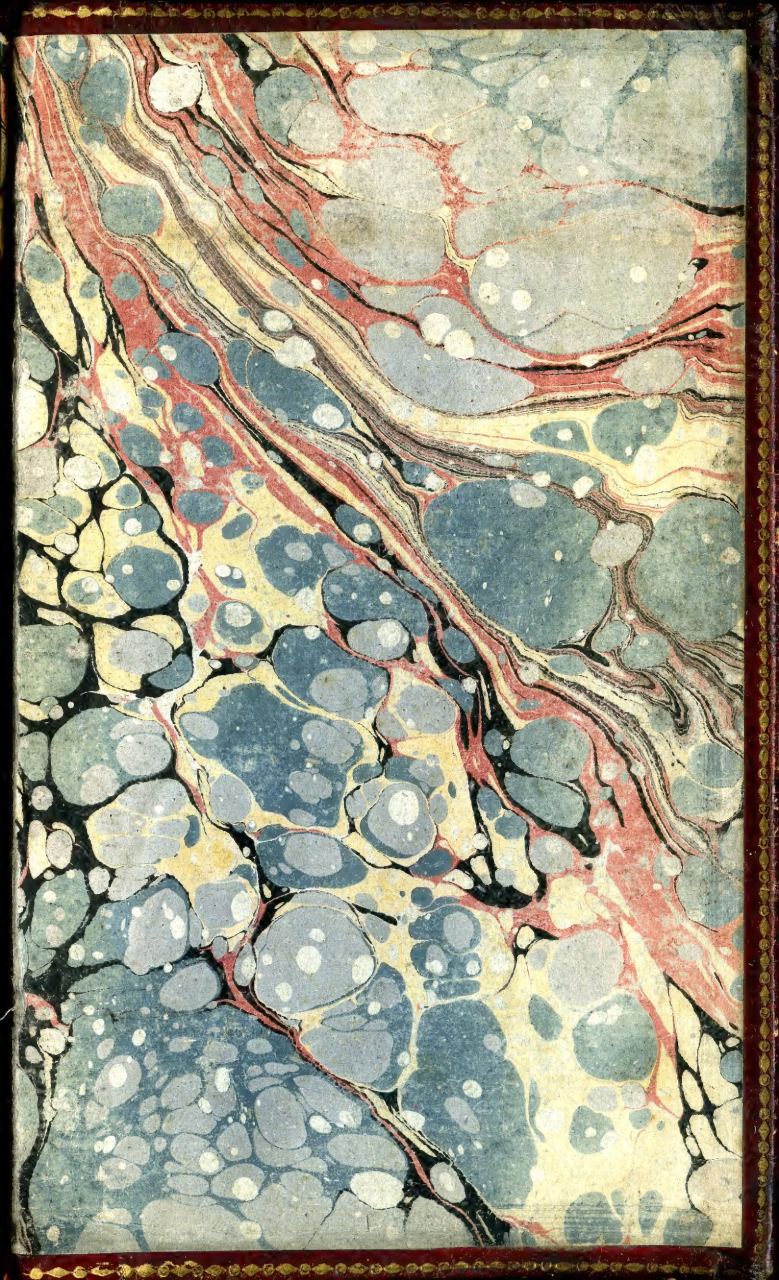
There are not any Inſtructions can be given how to bowl, Practice muſt be your beſt Tutor, which muſt adviſe you the Riſing, Falling, and all the ſeveral Advantages that are to be had in divers Greens, and Bowling-Alleys; all that I ſhall ſay, have a Care you are not in the firſt Place rooked out of your Money; and in the next Place you go not to theſe Places of Pleaſure unſeaſonably; that is, when your more weighty Buſineſs and Concerns require your being at home, or ſomewhere elſe.

The Character of a Bowling-Alley and Bowling-Green.

A BOWLING-GREEN, or BOWLING-ALLEY, is a Place where three Things are thrown away beſides the Bowls, *viz.* Time, Money, and Curſes, the laſt Ten for One. The beſt Sport in it, is the Gameſters, and he enjoys it moſt who looks on and bets nothing. It is a *School* of *Wrangling*, and worſe than the *Univerſity Schools*; for here Men will wrangle for a Hair's Breadth, and make a Stir where a Straw would end the Controverſy. Never did *Mimick* ſcrue his Body into all the Forms theſe Men do theirs; and

it

it is an Article of their Creed, that the bending back of the Body, or ſcruing in of their Shoulders, is ſufficient to hinder the Over-ſpeed of the Bowl, and that the running after it adds to its Speed. Though they are ſkilful in Ground, I know not what Grounds they have for loud lying, crying, ſometimes, the Bowl is gone *a Mile*, *a Mile*, *&c.* when it comes ſhort of the Jack by ſix Yards; and on the contrary, crying, *Short*, *ſhort*, when he hath overbowled as far. How ſenſeleſs theſe Men appear, when they are ſpeaking Senſe to their Bowls, putting Confidence in their Intreaties for a good Caſt! It is the beſt Diſcovery of Humours, eſpecially in the Loſers, where you may obſerve fine Variety of Impatience, whilſt ſome fret, rail, ſwear, and cavil at every Thing, others rejoice and laugh, as if that was the ſole Deſign of their Creation.

To give you the Moral of it, it is the Emblem of the World, or the World's Ambition, where moſt are ſhort, over-wide or wrong byaſſed, and ſome few juſtle into the Favour of Mrs *Fortune!* and with *Her* it is, as in the *Court*, where the neareſt are the moſt ſpighted, and all Bowls aim at the other.

FINIS.